Ys
VIII
Lacrimosa of Dana
Falcom
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Character Info

Adol Christin is the main protagonist of the *Ys* series. He is an adventurer and a swordsman who has a knack for arriving at the right place at the wrong time. Adol and Dogi have boarded the passenger ship Lombardia crossing the Gaete Sea to reach Eresia. They pass the Isle of Seiren, an island said to be cursed as every ship trying to reach it yet has sunk, the Lombardia is attacked by a giant sea monster. Despite his efforts to defeat the monster, the ship is destroyed and Adol is washed ashore on the Isle of Seiren.

Dana Iclucia is the main female protagonist in *Ys VIII: Lacrimosa of Dana*, and is first introduced as the mysterious blue-haired girl who appears in Adol's dreams.
Despite her elegant appearance, she has a wild imagination and behaves impulsively and recklessly, much to the dismay of her peers. If Dana thinks someone or something is in trouble, she'll risk life and limb to save it.

Laxia von Roswell is a daughter of House Roswell, a noble family of Garman, who was aboard the Lombardia. Laxia is a refined and well-mannered individual who attempts to conduct herself with the dignity expected of a noble, but her stubbornness undermine her efforts.

Sahad Nautilus is a fisherman from the Greek area who was a passenger aboard the Lombardia along with Adol before being washed ashore in Ys VIII: Lacrimosa of Dana. He is a lighthearted and sincere man who joins Adol and company on their journey in hopes of returning back home to his family.

Hummel Trabaldo is an enigmatic transporter who who keeps to himself and becomes a castaway on the Isle of Seiren. He has nothing but pride in his work, and he doesn't accept anything else but absolute satisfaction from the requests he takes on. He is also a bit of a neat freak.

Ricotta Beldine is a young girl who lives on the Isle of Seiren's Gendarme Mountain with her foster father Thanatos Beldine. However, she has lived on the island long before his arrival. Ricotta is an innocent, studious, and energetic girl. She is very knowledgeable about the Isle of Seiren and the Primordials that populate it.

Welcome to Neoseeker's Ys VIII: Lacrimosa of DANA walkthrough!

Shipwrecked and stranded on the cursed Isle of Seiren, the Adventurer Adol and his fellow castaways will embark on a journey of survival while unraveling the mysteries of this island. Along with establishing a makeshift village, Adol and his companions will be exploring every nook and cranny of the island. Meanwhile, while Adol explors, a blue-haired maiden rests... This guide will provide complete coverage of everything you can find on the island to help you along your journey.

Ys 8 is rich in story and the island is just a marvel to explore. If you have any questions on anything, or just want to chat about the game, please stop by the Ys VIII forum to say hi!

!! Please be aware this walkthrough may contain spoilers. While efforts have been made to preserve most story elements, some information is unavoidable. We appreciate your understanding and hope you find this walkthrough useful!

What this guide will offer:

- Full Ys 8 walkthrough through every dungeon and area on the Isle of Seiren.
- Complete and in depth coverage of every side quest
- Find all treasure, special locations, and more - complete with in-depth maps* of every location!

Please note that this guide was made to cover all aspects of the PS4/PC version of the game. It is fully functional for the Vita version as well, but bear in mind that some gameplay elements covered here, particularly within Dana's segments of the game, are not available in the Vita version of the game. Dana's dungeons, styles, and the fairy elements are exclusive to the PS4/PC versions, as well as other game elements such as suppression battles and night searches.

Prologue: Night on the Gaete Sea

When you first start the game, you'll have the option of several difficulty settings ranging from "Easy" to "Inferno". If you choose to go with Inferno, aside from being the most difficult setting, it also has some restrictions; one time use empty bottles, a max item limit, and faster moving enemies. Choose this one if you're ready for a true challenge. You also have the option to choose the text and audio language for the game.

After a brief cutscene featuring some text excerpts, you'll find yourself as a young man named Adol Christin aboard the Passenger Liner <<Lombardia>> in the middle of the Gaete Sea. You'll meet your companion Dogi who will complement you on your attire and talk about a bunch of things that Adol probably already knows, but for the sake of giving you the player some background.

Note: Choosing Responses

Throughout the game, when talking to people, you'll sometimes be presented a couple options for responses to give. As you might expect, each response has a slightly different effect on the conversation, but ultimately doesn't change what happens in the game.

After some time, you'll be approached by a man named Kashu who is hear to break up your chit-chat and send you both back to work. Your task is to visit Captain Barbaros in his quarters, which is located up the stairs on the rear deck. You can take the time to talk to people on deck before making your way there if you like.

Captain Barbaros, perhaps admiring your adventurous spirit, will inexplicably tell you about the mysterious island of Seiren, from which no ships or people have ever been able to get close enough to live to tell the tale.

Patrol Duty

Following the discussion about the island, the captain will request that you serve as security for the ship's party later. You'll arrive at the party where Kashu will give you your orders: you are to secure the Guest Floor and Top Deck of the ship.

At this point you're introduced to the **Camp Menu**, which is accessible from the options button and contains your standard options for items and equipment, and of course, to save the game. You also have more of a free reign to explore the ship. To satisfy Kashu that your rounds are complete, you'll need to find all the passengers that are denoted by a **Main** bubble in lieu of the regular **Talk** bubble above their head and talk to them. The mini-map will also display explanation points at their locations to help you out, also. Feel free to talk to the other passengers as well simply for entertainment.

Once you exit the main hall, you'll find yourself below deck where the passenger rooms are. There are two main passengers within these rooms to talk to, the first being a young lady in the room to the immediate right, and the second being a suspicious man in black in the room on the left towards the northern end of the hallway. You'll also find Dogi in the kitchen in the northernmost room on the left.

Kashu is down in the hold, dutifully watching a barrel roll back and forth. There are also some strange livestock there that you can actually talk to, but of course not understand what they are saying.

Above deck, you'll find another main passenger - a green haired fellow looking wistfully out at the ocean at the front of the ship. After that, all there's left to do is to head towards the Captain's quarters. You'll hear a voice from within, so go inside to investigate.

Inside you'll find a small girl who will make off with a uniform. Exit the room and speak to Captain Barbaros about it, who seems unconcerned and will dismiss it as a prank.

After you've finished making your rounds, Kashu will find you and ask you to visit the captain. When you're ready, go speak to him in his quarters. You may want to save the game at this point. The captain is eager to show you the island of Seiren, but the ship is suddenly struck by some alarming tremors.

Boss Fight: Giant Tentacle

Head outside to investigate, where you'll find the ship wrapped around the middle by an ominous tentacle, and drenched in a sudden downpour of rain.

Dogi will appear and dangerously hurtle a sword at you. Luckily Adol grabs the **Isis Blade** and equips it. Your first introduction to combat is this boss fight. Looks like it is up to you to take on the Giant Tentacle!

Basic Combat: Here the game gives you a brief introduction to the battle controls.

- Press **X** to attack, and **Δ** to lock on
- Evade with **L1** - evading at the right moment gives opportunity for a **Flash Move**
- Jump Attack: Press **O**, then **X**. Alternatively move the joystick up and down to perform different types of jump attacks.

<Gaete Sea Spectre> Giant Tentacle

Take advantage of when the tentacle lies limply on the deck to swipe at it as much as you can. When it is trying to slam itself down on you, focus on evading with and swiping in the moment it hits the deck. If you evade at just the right moment, you'll get the opportunity for a **Flash Move**, which will give you some extra moments to freely attack. It requires some timing, so be careful you don't become a pancake in the process! The green gauge below the enemy's health will fill up as you land attacks. Once it is full, the enemy will temporarily be knocked out for a few seconds, so take advantage of this to strike as many times as you can. Continues slashing at it until the tentacle is defeated and recedes.

Unfortunately, there's many more tentacles where that came from, and they will proceed to destroy the ship and knock everyone overboard. At this point, the game's intro cutscene will play, after which you will find yourself alone and washed up on the very isle Captain Barbaros was so enthused about, the Isle of Seiren.

Washed Ashore

The Isle of Seiren

After being washed ashore, as you come to, you'll notice a rusty sword sticking out of the sand on the beach. As soon as you grab it, you'll be attack by some wild dog creatures called Worgles. Upon defeating them, Adol will learn a new skill and the game will use the opportunity to introduce you to skills.

Skills: At this point, the game will take the opportunity to teach you about skills.

- A new "Skill" menu has been added to the Camp Menu. You can now assign skills to one of the four slots displayed next to the character information in the lower right corner of the screen.
- Skills require Skill Points (SP) to use, which you can charge by attacking enemies.
- To use a skill, simply press **R1** and the corresponding button to which the skill slot is assigned to.

You're now free to explore the island and get your bearings. You can even walk in the shallow water. A fallen tree blocks your way left, so take the right path. From this point onward, you will encounter various enemies such as the two Raymits in this area, so be on your guard. Enemies drop materials, so it is beneficial to collect them when you can. Food items in particular can provide healing if you need it.

As you enter the next area, Adol will approach a stream and quench his thirst. This is the introduction of **Field Recovery**.

Note: Field Recovery

While in the field, you can recover HP simply by standing still. Unfortunately this concept does not extend to dungeons, so you will need to use medicines in case recovery is needed.

After Adol is refreshed, continue on. You'll encounter more Raymits along with a Molvie, which hurls boulders at you so try to avoid getting hit. At some points while exploring, there will be foliage you can destroy to obtain materials, so don't be shy to go around hacking and slashing everywhere. In this area, there is a flower up in the corner towards the left which you can slash to obtain materials such as **Small Leaf**. This is actually a harvest spot on the map, which you will learn about later. Be sure to harvest at these spots when you get a chance, since they go towards map completion.

Laxia von Roswell

Jump up the rock ledges to proceed and follow the path once you reach the top. You'll eventually reach a fork.

There is a tree in between the paths which you can harvest some **Wall Nuts** from by performing Jump Attacks. The path leading up to the left contains more enemies and a dead end. Follow the path down to the right to enter a small valley where you will find another castaway from the Lombardia - embarrassingly - in a towel.

After she's decent, she introduces herself rather disdainfully as Laxia von Roswell. This exchange is interrupted by the arrival of some fresh monsters, and you will here learn about attack attributes and tactics to use when battling with allies.

Attributes: Each character has an attribute that is denoted by an icon next to their name in the field and which gives them advantage over certain types of enemies. Be sure to make use of these advantages when you can.

- **Slash:** Effective against soft-bodied enemies.
- **Pierce:** Effective against aerial enemies.
- **Strike:** Effective against armored enemies.

Conversely, poor compatibility also means poor damage output, so be aware of this as well.

Break Effects: Attacking with effective attributes will cause opponents to "Break", causing various beneficial effects as well as increasing rare item drop rate, and allows damage to be dealt regardless of attribute.

- **Slash:** High damage + lowers defense
- **Pierce:** Damage + lowers defense + grounds fliers
- **Strike:** Damage + greatly lowers defense

Command Allies: Allies will move on their own, but you can give them commands to change their tactics if need be.

- **Attack Focus:** Prioritize offense and group together
- **Evasion Focus:** Stop attacking and focus on staying safe

Naturally, these tactics don't apply if there is only one party member.

Note: Switch characters in combat

You can switch which character you control in combat simply by pressing □

After defeating the enemies, Laxia will suggest setting off in a safer direction. Cross the water and take the path directly ahead to enter the next area.

The Calm Inlet

Once you enter the Calm Inlet, Laxia will leave the party as you split up to see if anyone else is around. There is a small cave to the right, which you cannot enter at the moment.

For now, take the left path leading down to a small beach where you will find "driftage", containing **Red Meat x3**. Driftage is quite similar to treasure boxes, except they will randomly spawn at the shore at times and contain different items, and will not affect your map completion. Be on the lookout for them.

Continue exploring the area, but there is nothing else of interest to find. You'll find Laxia waiting on a cliff if you climb up the ridge near the cave entrance.

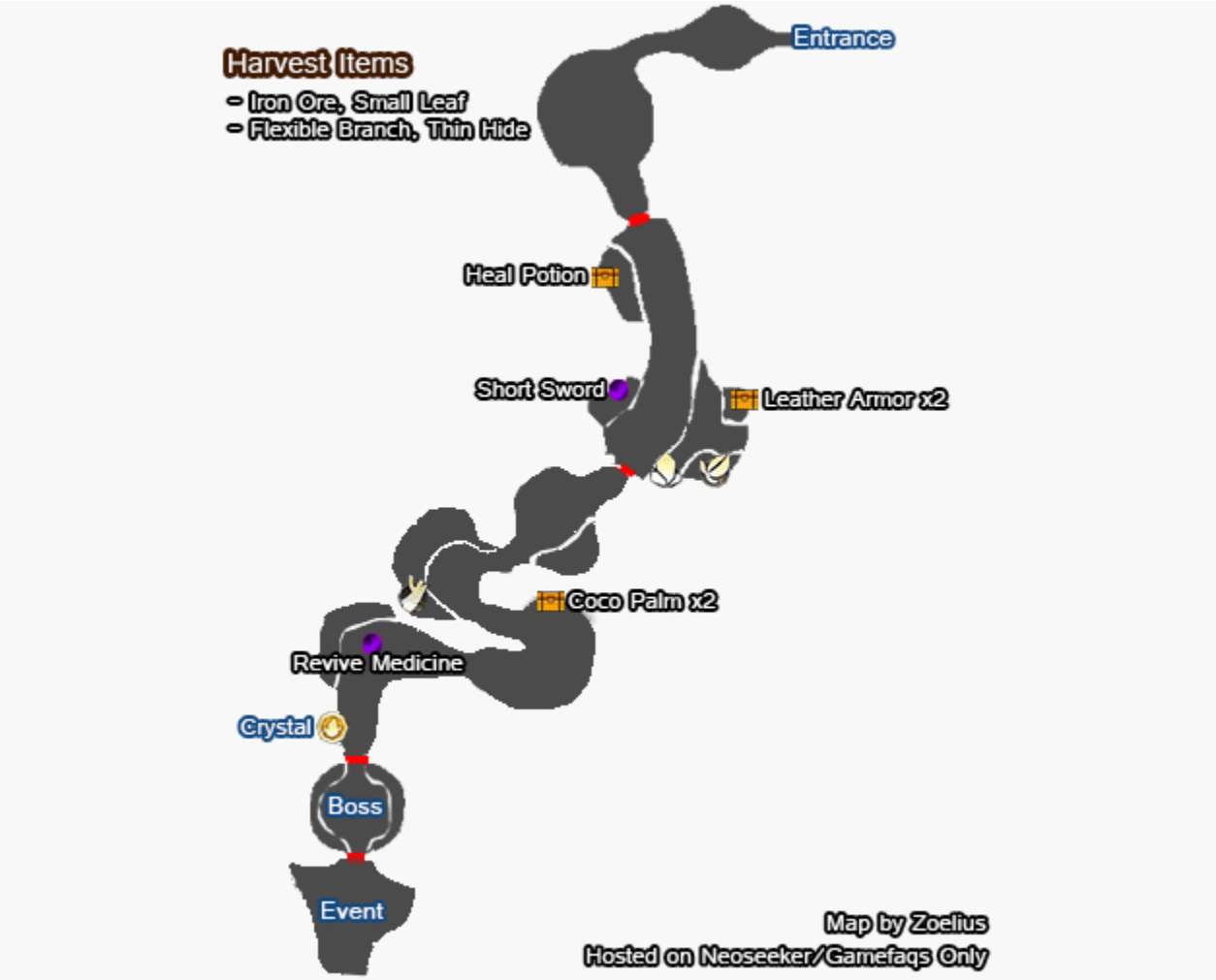
After talking to her, climb back down and you'll notice a blue **Crystal** near the entrance to the inlet.

Note: Crystals and Retrying

Passing by Crystals will recover your HP and status. These Crystals also allow you to "retry" from the last Crystal passed by whenever you get a Game Over.

After interacting with the Crystal, Laxia will approach you again, and she will catch a glimpse of movement out of the corner of her eye heading towards the cave. Looks like that's where you're headed too!

Waterdrop Cave



Treasure
Heal Potion
Leather Armor x2
Coco Palm x2

This first area of the cave is open and a stream is visible from the back of it. The only viable way to continue here is through a crevice to the left, so take it to enter the Waterdrop Cave.

So much for staying safe. There are more Anapsy monsters up ahead. Defeat them and continue on to the next area, which bears the remnants of previous inhabitants. Search the area for clues. You will find a treasure box, and you can also examine the barrels, but there is nothing inside.

Treasure Box: Heal Potion

Note: Using Items

Usable items are shown under the **Use** tab, which can be accessed from the **Item** menu under the camp menu. Alternatively you can just use the shortcut by pressing **R2** to quickly access usable items without having to go into the Camp Menu.

ADVERTISING

Continue on to find a short sword on the right side, which Adol can equip. On the left side, there will be a treasure box containing two Leather Armors, which you can equip both Adol and Laxia from the **Equip**menu.

There is also a ragged tapestry and some more crates you can examine for clues. Unfortunately they reveal nothing. You can vent some frustration out by destroying the lone crate, which may give you a **Strange Mass** material.

Continue on to the next area, and Laxia will stop to explain about **Battle Bonuses**.

Battle Bonuses:

- **Aerial Combo:** Lift the enemy into the air and obtain bonus experience
- **Skill Finish:** Finish the enemy off with a skill to regain half the SP used

After she is done sharing her wisdom with you, continue onward. You'll encounter more Buars and Anapsys, and a treasure box containing two Coco Palms will be on the left as you proceed.

When you reach the bottom of the path, you'll encounter the remains of a poor soul who seems to have perished years ago. Search the remains to find a **Revive Medicine**.

Boss Fight: Byfteriza

As you continue past a Crystal, the cave's exit will be in sight and you can just glimpse a figure disappearing through it. Before you can give chase, however, the <Lord of Night> Byfteriza will drop from the ceiling! Prepare for a fight!

EXTRA Skills: Each character has a gauge around their skill circle.

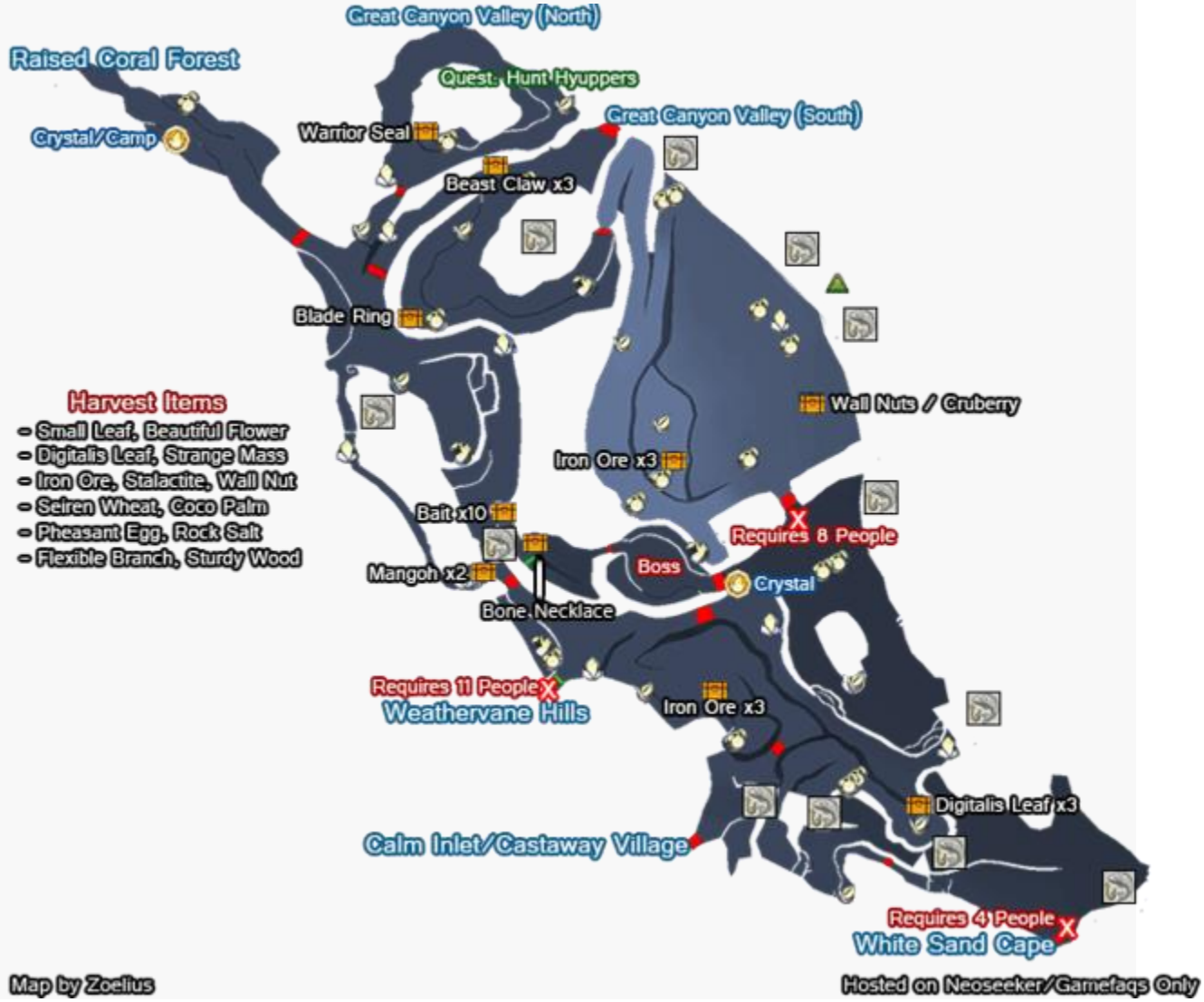
- If a Skill lands, the EXTRA gauge will charge
- When the gauge is full, press both **L1** & **R1** to unleash a powerful attack!

<Lord of Night> Byfteriza

Unlike previous enemies encountered thus far, Byfteriza is a bit of a threat. He's big and he packs a mean bunch. He also likes to propel himself into the air and try to flatten you with his giant body. Not only that, being a bat-like creature, he has a sonar which he aims at you from time to time. Stay out of the way of his punches and use evasion when you can to try to get in some Flash Moves. It's easiest to time evasion when he tries the body slam, just be careful not to get squished. If you get a chance, you can even fill the skill gauge up and use an EXTRA skill, so try to use skills to fill the gauge up where you can.

Upon defeating the Byfteriza, head outside to find none other than Captain Barbaros. After both parties bring each other up to speed, Barbaros will join you and the party will return to the bay near the Calm Inlet, where he makes plans to set up a base of operations.

In Search of Castaways



Treasure
Iron Ore x3
Mangoh x2
Digitalis Leaf x3
Bone Necklace
Bait x10

Captain Barbaros will request Adol to quickly find any other passengers who might have washed up, as well as to make a map of the island. Adol and Laxia will once again pair up to make their explorations.

Talk to Captain Barbaros before setting off to talk about medicines. The stump that Barbaros is standing near will become a Pharmacy of sorts to use.

Mixing Medicines

Adol should have gained a medicine bottle from the cave. If you have an empty medicine bottle, you can mix medicine by combining materials. The medicine bottle is reusable when empty, except in Inferno mode, so mix as much as you please.

Items for mixing can be obtained by harvesting at certain points on the map.

Now, it's time to start working on the map and finding more lost passengers. Exit the Calm Inlet area, and Laxia will give you a lesson on Cartography.

Map Making

- Pressing "left" on the d-pad will bring up the map.
- Switch between world and area map using "△".
- Crystals you've found can be used as handy warp points between areas.

The map displays harvest points, treasure chests, and checkpoints. All of these go towards your completion of an area, and Captain Barbaros will give you a reward for every 10% progress you make towards exploration. Aim to complete as much as possible!

A checkpoint will appear on your map for an unexplored area, so make your way towards it. Cross the water where you first met Laxia and take the path that was previously inaccessible. Here you'll find a treasure chest containing three Iron Ores, two harvest points, as well as a bunch of Raymits and Molvies.

ADVERTISING

Continue on where you'll run into a couple Worgles, and two directions which you can go in. Take the path to the right and you'll pass a small lake with a crystal you can break to get some rock salt.

As soon as you exit the area, you'll also find a treasure box with two Mangohs inside. You can go no further here, so go back the way you came and follow the left path this time.

You'll arrive at a beach filled with some tougher looking enemies. There is a harvest point in the form of a brown rock you can smash right in the first part of this area, so make sure you hit that along the

way. Before you head to the beach, go to the farthest corner of the grassy area to open the treasure chest containing three Digitalis Leaves.

When you get to the beach, you'll notice some footprints in the sand. Naturally, follow them, and be prepared to fight the beach dwellers Maltu, Lipsius, and the formidable starfish Veusdara along the way.

The footprints lead to a pile of rocks blocking the way, and change direction heading towards another path. Continue to follow them, and be sure to pass the crystal on the left before entering the next area.

Boss Fight: Avalodragil

The next area is strangely quiet and you can hear the sounds of something approaching. After some time, a green-haired man will rush towards you. No time for introductions though, he's closely pursued by a giant, ferocious looking creature. Luckily, the man will join and help you out as you get ready to fight it!

<Variant Beast> Avalodragil

Avolodragil uses his head to swipe in a strange scythe-like motion. His tail is equally dangerous, as he whips it about at the same time as he slices forward with his head, making him especially dangerous to be around at close quarters with. At other times he will unleash an ear-shattering roar which blasts everything within his radius away, and he slams his body sideways, so try to stay out of

the way when this happens too. He also has blazing fireballs in his arsenal, which you only have a few seconds to avoid. His attacks in general are very hard to avoid. His hide is also tough which makes damaging him difficult.

His head is vulnerable, and your best chance of striking it are those moments when he lowers it towards the ground for a few seconds between attacks. You can try to do jump attacks at his head, but this leaves you prone to damage if you aren't careful. Try to make use of Flash Moves to slow down time as well and strike his head when one activates. Keep on striking his head whenever possible, and he will eventually fall.

After the fight, the green-haired man will introduce himself as Sahad. He's an interesting character, to say the least. At some point he will walk over to the fallen beast and put his hand on it. Apparently Avalodragil was not dead after all and this was all that was needed to revive the poor creature. You're spared another fight though, since the beast seems to have had enough for the day and runs off.

Sahad will request that you take him back to your base. First, take the exit at the end of the little arena where you fought the Avolodragil in, to find a treasure chest containing a Bone Necklace. There's some vines leading over the cliff face, but you can't climb them just yet, so head back to base by walking or through warp.

Note: Ivy Treasure

Come back here once you have the **Grip Gloves** Adventure Gear to climb the vines and grab the treasure above, which is just ten Baits.

You'll find Captain Barabaros waiting for you with a surprise.. Dogi! Dogi's helped make some improvements to the camp, so the group agrees to rest up for the rest of the day.

While the group is around the campfire, Dogi reveals that he has seen another set of footprints on the shore where he washed up. The party agrees to set out to find them first thing tomorrow.

Castaway Village

Some small shelters have been set up in the part of the cave that outlooks the river, and Adol has a hammock to sleep in there. Laxia wakes up a groggy Adol, ready to start looking for more castaways. To start, she gives Adol some clothes she found so he no longer has to wear his sailor's uniform. He can still change back into the sailor uniform at any time from the **Costume** section of the **Equip** menu, and for any other costumes you acquire too.

Exit the cave into "Castaway Village" to find Sahad and Dogi waiting for you. The group will decide to figure out the food situation first and foremost, so Laxia, Sahad, and Adol team up for a fishing expedition.

Before you set out, check out some of the "facilities" that Dogi set up in the village. There's a bulletin board, as well as an **Item Exchange** and a **Blacksmith**. The Pharmacy is still there as well.

Enhancing Weapons

Weapons can be enhanced at the Blacksmith. Simply select a weapon and use the required materials to upgrade its parameters. Sahad will give you some Iron Ores to start out with. Enhancing is a great way to quickly increase your damage output and other beneficial effects.

Item Exchange

If your pockets have started feeling heavy from all the materials you've been collecting from wild monsters and harvesting, the Item Exchange is where you can get rid of them in exchange for more

valuable items. It's a good idea to exchange when you can, since these items are used for crafting and weapon upgrades.

The Item Exchange is where you can get some bait for fishing. Bait is listed under the "Rare" tab, and requires both red meat and white meat in exchange. Sahad will give you some bait to start out with though, so don't worry about it for now.

ADVERTISING

Once your ready, head to the shore nearby where Sahad will teach you how to fish.

Fishing: Fishing is a great way to get food and materials, and it is pretty simple to master too!

- Press "up" on the d-pad to produce the fishing rod
- Cast your rod with **X**
- When the fish bites, use **X** and pull back the left joystick to reel it in!

Fish where shadows of fish can be seen for a chance to reel in a big catch. Fish anywhere for a chance to find items or unique items.

Caught fish will be logged in the Fish Encyclopedia in the Journal.

Once you're done fishing and have checked out all the facilities, talk to Dogi again and he will teach you about preparing meals.

Cooking

You can cook at the kitchen with any recipe you have acquired. Cooking is beneficial not only to recover health, but also to apply special supportive effects to the party. You can also remove the effects by resting in the camp tent or the village, or drinking Vegetable Juice.

The Search Continues

Your goal now is to find more castaways. First, look for Captain Barbaros. You'll find him on the same cliff that Laxia was one when Adol and Laxia first discovered the Calm Inlet - and this time he is accompanied by a cute grey parrot, like a true pira- er, captain. Barbaros will then show you the Bulletin Board and introduce you to quests.

Quests

Quests are pretty straightforward; just check the bulletin board and talk to the characters with a "Quest" bubble above their head to start and complete them. Completing quests will also increase the respective requester's approval rating. Quests do have an expiration time where they will disappear off the bulletin board, which you can see in the quest information. Be mindful of that when choosing quests to prioritize.

Once you're ready, grab your pals and set off. Your destination is the giant fallen tree near the shore where Adol washed up. Once you get there, examine the tree and Barbaros's parent will suddenly appear. He now has a name - Little Paro - and apparently he has a message, but it doesn't go so well. He flies away, but luckily he brings back the captain and Dogi to help move the tree. **Assist Requests** can now be used to help clear large obstacles whenever you need help unblocking a path.

Examine the tree again to have the four men and even Laxia put their back into it. When it's cleared, Little Paro will let you know he's marked the map with some **Event Points**. Be sure to check these out as you come across them.

White Sand Cape

Treasure
Sturdy Branch x3
Bait x5
Digitalis Leaf x3
T's Memo 1
Dark Gloves
Life Elixer
Blue Bracelet

Set off once more through the now clear path. You'll enter the White Sand Cape, which has a Crystal right at the entrance, a harvest point at the far side of the beach, and a whole host of new enemies. You'll face Organions, Seapees, and the large Saberotto here.

Make your way towards the large blue edifice towards the left of the beach. Make sure to grab the treasure containing three Sturdy Woods along the way - it is slightly off the beach near the black rock wall.

Enter the area with the magnificent **Blue Rock** and as your characters marvel at it, it will automatically be added as a **Location Point** on your map for being significant scenery, replacing one of the green markers that Little Paro left on your map. There are three flower harvest points surrounding this rock, as well as a fourth flower right to the left of it.

Treasure - White Sand Cape

Slightly to the southwest of the Blue Rock, there is a hill where you can find an additional treasure chest. Come back when you have the ability to double jump - there is a small rock jutting out from the wall that you can double jump onto to access the hill and claim a Life Elixer.

There's more of the same enemies in this area including another Saberotto. As you make your way through them, you'll find a chest in the water containing five baits. Grab it, and continue through the next area.

Note: Event - White Sand Cape, Mud

You may notice a yellow X on the map where previously the green marker that Little Paro placed was located. Some events require a specific criteria to meet to trigger, and this one requires 20 people. Come back when you've met the requirements to see the event. The only reward you'll get for clearing the mud is a chest, but it does contain a Blue Bracelet.

Follow the path straight ahead to arrive at another beach where a small girl stands. Her name is Alison, and upon speaking with her, you will return with her to the Castaway Village, so take the time to explore the area a bit more before speaking with her. There's a couple treasure chests, one tucked away in the water branching off from behind Alison, which contains three Digitalis Leaves.

In the next area, there are two treasure chests: one containing a Dark Glove, and the other containing a memo from a mysterious "T", giving a glimpse of people past abandoned on this island. That's all the treasure and harvest points you can find here for now, so when you're ready, talk to Alison and return with her to the Village.

Beyond the Rock Blockage

Treasure
Ripe Wall Nut
Iron Ore x3
Blade Ring

Find Laxia and Alison in the cave dormitory. After you speak to them, Alison will decide to set up a tailor shop where she will be able to assist with crafting accessories, armors, and even apparel.

If you talk to Sahad, he will mention that the area where he washed ashore may be a good start for looking for Alison's husband. So go back to pile of fallen rocks on the shore where you found Sahad. Here you can do an Assist Request to remove them since you now have just enough people to help!

With the rocks now clear, you're free to go. Several new event markers have been added to the map as well thanks to Little Paro. In this first area, there's more Maluts and Veusdaras to fight. First look behind the Veusdara to find a treasure chest in the ocean. It contains a Ripe Wall Nut.

A little further up the beach, you'll arrive at the location of one of the event markers; the **Birdsong Rock**.

And continuing on, you'll see a shining light in the ocean which shows the presence of Seiren Wheat... although it may be a little soggy to eat.

At the end of the beach there is a ramp leading up to the ridge that surrounds the beach (there's a ramp at the entrance too). Climb up the ramp and you'll find yourself amidst some new wolf-like enemies, the Volrofs, which are a larger Worgle. There's also a chest on the lower ridge containing three Iron Ores, so check that out before following the ridge northward and then down into the next location.

You'll arrive at quite a different location than you've seen thus far, with interesting foliage and Caterpies- ahem, Lanonen monsters to fight. These caterpillar monsters don't seem that threatening, but they do lurk on the edges of the forest and shoot venom so look out for that.

As you round the bend of the path, there is a treasure chest hidden behind a tree on the edge so be sure to grab the Blade Ring inside.

There's another chest containing three Beast Claws sitting on top of a rock at the start of a branch leading upwards. The end of the path around the lake leads to a landslide requiring eight people to clear, so just take the path up for now.

In this next area there are some harvest points but there are no accessible treasure chests for the time being. Exit the area through the entrance leading northeast, and a cutscene will be triggered. The area you've arrived in seems pretty safe, so Adol and company will set up camp there. **Campsites** like this can be used to rest and heal, and you'll be setting them up as you explore the island.

Raised Coral Forest

Treasure
Sweet Remedy x3
Ripe Wall Nut
<Encircle> Manual

Ripe Coco Palm
Revive Medicine
Iron Ore x5
Defense Elixer
Remedy
Snake Amulet

After a long cutscene, continue through the passage north. You'll arrive in a new area that looks as if it belongs in the ocean - the **Raised Coral Forest**. New enemies await you here, including the poisonous Repleon, and the Tigranion which is a fiercer version of the Organion.

Make your way through this area, and be sure to stop at the top of the cliff you'll pass on the right, where a treasure containing three Sweet Remedies lies.

Eventually the area forks into two directions. Stop by the left to pick up a chest containing five Antidotes, which may be well needed here, and then continue through to the next area on the right. You'll enter a cavern full of holes and some strange enemies rooted to the ground called Larfos. They shoot spores and spin to defend themselves, but they are easily taken care of.

There is a section of the ridge jutting out just enough for you to jump between two Larfos onto the opposite ridge, but there's not too much point to go over there right now since there are only areas accessible by vines. Instead drop down to the waters below, being mindful of the Pinyas that lurk there. You can always climb back up via the ramp if needed, but for now, continue on into the next area.

The first thing you'll meet is the giant crab known as Gualanyga. It sprays a poisonous mist and attacks with its pincers, so just stay out of the way of its front end. Continue around and pick up the treasure chest containing two Ripe Wall Nuts as you go.

Ahead you will see two individuals, one who seems to be wounded. They are Sir Carlan and Kiergaard. Sir Carlan tries to get poor Laxia to carry him back to the village, but luckily Dogi shows up just in time to save the day. It seems Sir Carlan's foot makes a miraculous recovery when Dogi offers to carry him and stomps away. Meanwhile Kiergaard shares with you that another castaway was with him previously and may be at the same place their party washed ashore. Continue through the forest to find this shore.

Note: Kiergaard's Clinic

Once you return to the village, Kiergaard's Clinic will be set up in place of the Pharmacy stump that was there previously. Kiergaard can now assist with mixing medicines! Needless to say, Sir Carlan won't be doing anything useful.

Boss Fight: Serpentus

After Kiergaard leaves, pass the Crystal and continue on. You may want to save because the <Merciless Herald of Sorrow> Serpentus awaits you immediately in the next room!

<Merciless Herald of Sorrow> Serpentus

Despite his snake-like name, Serpentus is more of a giant turtle than anything else. Poisonous spores ooze from his shell, but he doesn't need them when he can just flatten you by slamming his enormous body on top of you. His jaw and tail are equally threatening. The herald of sorrow is when he charges at you, smashing you to bits if you're in his path.

This sorrow isn't all sad though, because it allows you a couple seconds to attack him while he recovers from the charge. His tail is vulnerable, so focus on that throughout the fight, just be careful not to get struck by it.

The group finishes this fight with complete lack of comment, so just keep going. As you exit the lake, you'll sadly run into another corpse, that looks quite similar to the last. You'll acquire some **Grip Gloves** from him; he won't be needing them. However, this isn't an equip-able item, but rather, some **Adventure Gear**. Equipping this in the Adventure Gear menu will finally allow you to climb the ivy that you have been seeing in various locations!

Note: Adventure Gear

Adventure gear aids you in various ways while exploring the island. Simply open the Adventure Gear Menu by pressing **L2"' to equip what you need!**

The gloves come in handy right away as there's some ivy up ahead. Climb it and then drop down to the right. There's a couple Repleons as well as a treasure box containing **<Encircle> Manual** which can be read to Adol to teach him the **Tornado Sword** skill. Then climb back up the vines and examine the tree in front of you to push it down, forming a bridge.

Keep jumping up until you get to another area with ivy. There's a treasure box hiding behind the ivy containing five Iron Ores. Before you climb up, take a moment to go through to the exit to your left where you'll find another tree ready to be pushed over. This forms a bridge back to the entrance of the Raised Coral Forest giving you easy access back to camp.

Backtracking for Treasure

Here you can easily backtrack back to the room with all the holes and pick up some treasure that is now accessible thanks to your Adventure Gear. In this room go to the edge that is jutting out to jump across to the next ledge between the two Larfos. Go around to the right and climb the ivy to pick up some Bandit Gloves from the chest.

Continue back left to find some ivy growing on the face of the wall. Climb this ivy to get to the ledge on the other side. Here there will be more holes in the ground, some covered with branches. If you try to walk across the branches you'll fall, so just be aware of that.

Here there is actually a spot on the edge where you can leap down to land on the island below that has a treasure box. Carefully jump from the right spot, and you'll be able to get a Defense Elixir. Conveniently, there is some ivy leading up from the lower level on the left wall which you can use to get back up to the higher floor. This will put you right out at a treasure chest containing five Remedies as well.

Finally, there is one more chest near the Eggplant harvest spot that you can leap down to get. This chest contains a Snake Amulet.

Continue the Search

Go back to the ivy area that leads on to progress to your goal. You can climb the vines or just jump up some steps built into the side of the wall. To the left there is a treasure box with a Ripe Coco Palm and ahead there is a treasure chest on top of a hill which you can get to by jumping on the rocks that form steps. This one has a Revive Medicine.

Move on to the next area. There are Repleons here blending in like Chameleons. Get through them and you will discover the beautiful Rainbow Falls. Little Paro will also accost you with a distress call. Castaway Village is apparently under attack by dangerous beasts! You must go back to the village before you can proceed.

Castaway Village in Trouble

Castaway Village is surrounded by monsters on two side, and Captain Barbaros assigns your party to deal with the monsters on the south shore. Talk to Dogi when you are ready to fight them. Here you'll start a special kind of battle called an **Interception**. You will fight several waves of enemies to defend the village, and you'll be able keep their drops and obtain items at the end too!

Interceptions

- The ultimate goal of interceptions is to protect the Defense Fence - if they make it past, the battle fails!
- Use the decoys to distract the enemies as much as you can.
- Enemies come in waves; preview the number before starting the interception.
- If possible, castaways from Dogi's team will show up to support Adol's team through support skills. These are enhanced by high approval ratings.
- Ultimately just focus on defeating the enemies. Stay where they are spawning to prevent them from getting far. Keep an eye on the mini map for the red dots representing enemies to make sure they don't slip by you.

After this first Interception, the others are usually optional. Little Paro will alert you by way of an icon displayed on the screen, and you can choose to return and help. You can also retry previous interceptions to increase your score.

Back to Rainbow Falls

Treasure
Iron Ore x3
Antidote x3
Red Cape
Recipe - Omelet
Strength Elixer

Once you've finished fending off the monsters, return to Rainbow Falls to continue your journey through the forest.Take the path leading downward to pick up a treasure containing Iron Ore x3.

Return to the top of the path and climb up the ivy there, then climb the ivy leading downward (or simply drop down). Here you can drop down again to pick up the treasure chest containing three Antidotes.

There's more ivy leading downward, and you can start climbing down it then jump left onto the ledge to grab a treasure chest with a Red Cape inside. And below that there are simply some enemies among a Gualanyga to fight, so you can continue back up the ivy instead of going downwards.

Climb all the way to the top and then follow the ivy sideways until you reach the opposite ledge.

Here there are some more branches bridging the gap between the ledges along the left and right sides of the wall. Of course they don't support you, so you'll have to jump. Jump just slightly to the left of the Larfo on the other side for a safe chance of passage. There is a treasure box on the hill containing an **Omelet Recipe**, so that's worth picking up.

There's an ivy wall nearby the Omelet Treasure box, and you can drop down into the water below to open a treasure chest and get a Strength Elixer.

Then climb back up and jump back to the previous ledge and climb the ivy next to the waterfall. This is a bit precarious because you will have to jump to the ivy on the opposite site of the waterfall since there is no connecting ivy. Climb to the top where the ivy is close together and jump across and drop down. All that's left in your way on this path are a couple of Repleons and you're through to the next area!

Enter an are with a small stream flowing through. Follow the stream through to an exit where you can push another tree over to form a bridge, then return back to the area with the stream.

Around the corner, in a small crevice, is another treasure box. Beyond that is another wall of ivy leading up to a Crystal. Save, and continue on to the next area.

Boss Fight:Clarion

You'll find a narrow wooden bridge in this area, but something doesn't seem quite right. Suddenly, a creature appears on the bridge right before your eyes!

<Hermit of the Silent Forest> Clarion

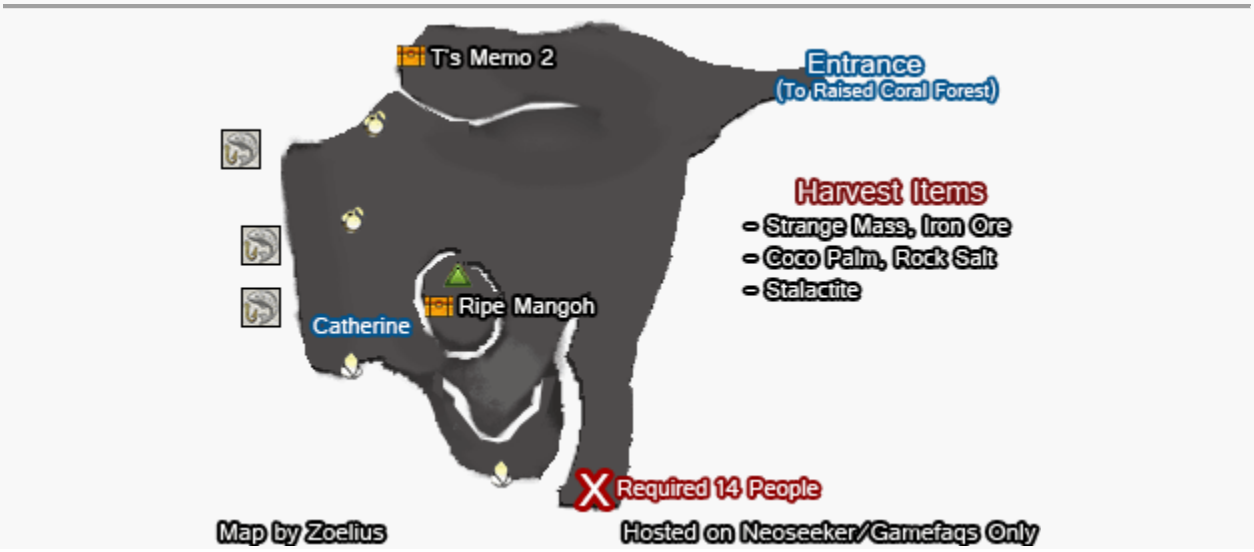
Clarion is a fairy-like chameleon, and he is tough to get a hit on first. He monopolizes the bridge, blocking the way forward while shooting his tongue and gales of wind at you. You'll have to try to avoid these while attacking him, which will cause him to back up along the bridge. He'll lean his head to one side when shooting out his tongue, so try to get on the opposite side to attack him.

Eventually he will be backed up far enough for you to get on the bridge and drop to the ground below. Here he will rotate to hanging upside down on the wood, and you can attack his head while he is hanging there.

Finally, he will fall to the ground itself, and here he will be accompanied by some Repleons, as well as camouflage himself from time to time which will render him impervious to damage. Attack him whenever he is visible and don't focus on the Repleons, just try to stay out of their way until he is defeated.

Once Clarion's defeated, you'll find yourself back at the beginning of the bridge. You can now safely cross without even any fear of dropping. Continue on and you'll arrive at the Distant Roar Shore.

Distant Roar Shore



Treasure
T's Memo 2
Ripe Mangoh

Distant Roar Shore is home to some flying enemies called Luciega. They should be no problem for Laxia and her Rapier. There is a path leading upward to a massive boulder which will require 14 people to break.

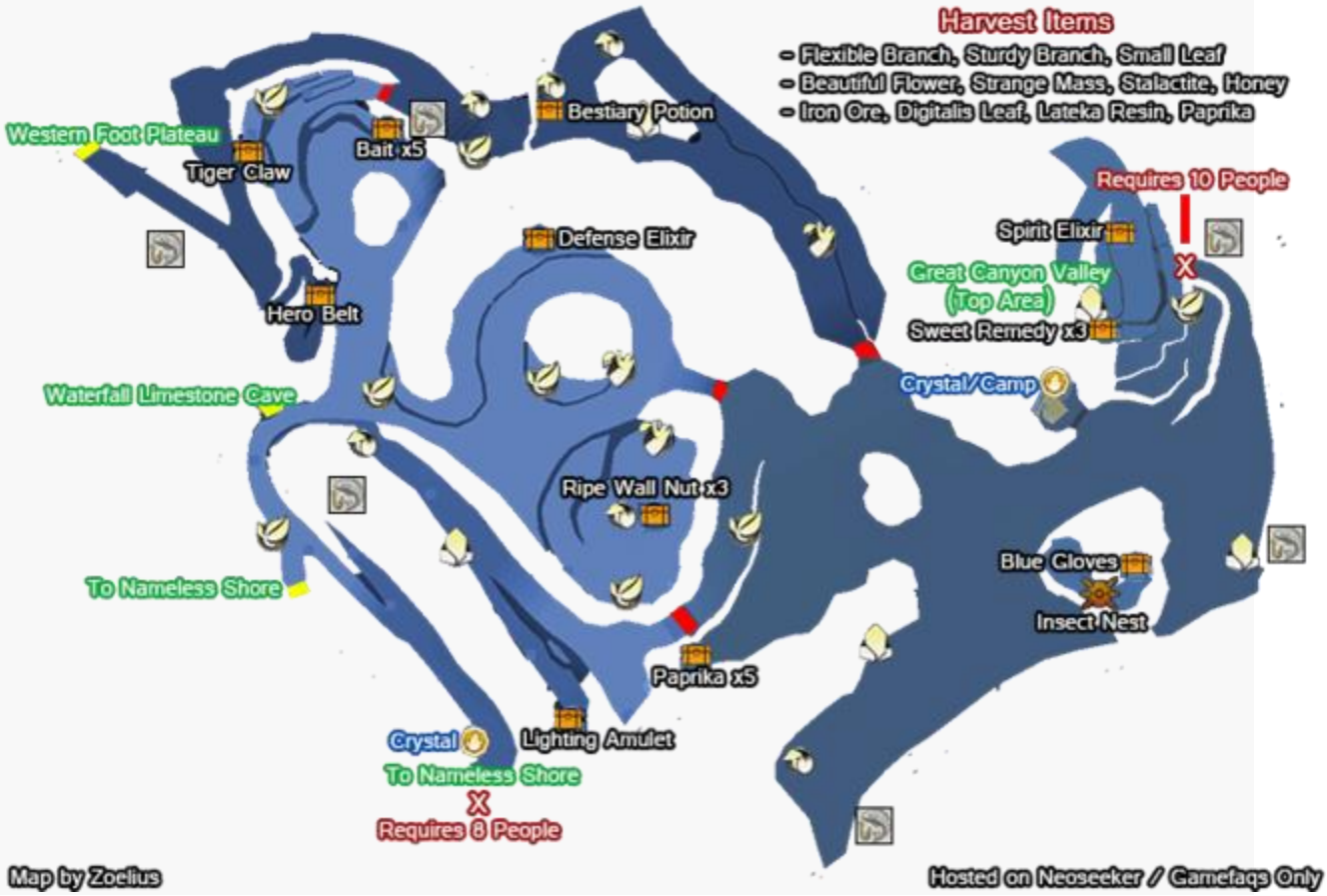
In the meantime, along the right wall, you'll find T's Memo 2 in a treasure chest. In the middle of the beach, you'll stumble upon another important location; the giant palm tree Metavolicalis. Nestled underneath the tree is a chest containing a Ripe Mangoh.

On the beach is where you'll find your charge. When you're ready, talk to her. She introduces herself as Catherine, and she is a serious lady named who seems to know a lot about weapons.

Note: Lambert Shop/Weapons

A smithy will be set up for Catherine to help out with weapons. You now have access to Synthesis to create new weapons in addition to being able to upgrade them. She'll give you five Iron Ores to start out with. Additionally, she will also be able to forge armor for your party!

Great Canyon Valley



Treasure
Rainbow Jewel
Warrior Seal
Ripe Wall Nut x3
Defense Elixer
Bestiary Potion
Lighting Amulet
Paprika x5
Sweet Remedy x3
Eye Drop x5

Once you've escorted Catherine safely back to Castaway Village, exit again and Captain Barbaros will approach you with a mandatory quest: **Build Watchtower**. It's up to you to go scout out the area north of the Nameless Shore in search of the materials needed to build a lookout tower.

Your destination is the lake area nearby the first campsite where you first discovered Lanonen enemies. There is a landslide there that requires 8 people to clear. When you do an assist request, Sir Carlan - unsurprisingly - turns out to be quite disagreeable, and refuses to help. Luckily, you still have the required eight people, but Sir Carlan will be unavailable for future requests too. Continue on into the Great Canyon Valley.

There's a Crystal right near the entrance so be sure to pass by it. As you move along the path, you'll encounter some mosquito-like enemies called Splarts. They are not as cute as their names, but luckily they don't swarm like actual mosquitos.

Near the base of the waterfall at the end of the path, there is the shadow of a **Master Fish** as well as some sunken treasure. Try your luck at fishing for both of these!

Note: Master Fish

Master Fish are distinct by a large shadow in the water. It's a good idea to always keep some bait on hand in case you find one of these. Catching these guys is not as simple as just mashing X; admittedly it's a bit painful as well. The left joystick prompts are a bit more complex than with regular fish. If you follow the directions incorrectly, you may end up losing your catch so concentrate and save prior to attempting the catch until you get comfortable with it.

Once you fish (or attempt to fish) for the Master Fish, fish for the treasure chest as well; it will have one Rainbow Jewel inside. Then continue onto the path leading up. At the top of the path, there will be an exit leading out to a donut shaped area of the Nameless Shore. Take this exit first to obtain what should be the last treasure chest you need to complete the Nameless Shore treasure map; it should have a Warrior Seal inside. This area is also the area for the quest **Hunt Hyuppers** if you have taken it on, but be careful, as the Hyuppers are quite high level.

The Gigan Tyran

Return back to the Canyon, and pass underneath the waterfall. At this point, the characters will notice that it is getting quite foggy. Indeed, to the left is a pool of murky waters within the fog.

You can actually wade through these waters until your head is submerged, but there is a status bar that appears and once it is depleted, you'll wind up back on the shore with some health lost, so you can't get far that way.

Continue on the path to the right, and within the fog you can just glimpse a ferocious creature lurking; be prepared to run because the **Gigan Tyran** will chase you and it is capable of taking you out in one hit (**hint: hold L1 to dash**). There is no fighting this beast right now.

While you're running away, bear right and reach the top of the hill. If you have a chance, grab the treasure chest nestled underneath the tree in the center of this hill for three Ripe Wall Nuts. Then jump down from the hill and head into the deep fog for another treasure chest containing a **Defense Elixer** if you're up for risking it. Then take the exit near the hill to get to some safety.

You'll arrive at a small beach. Immediately to the left is another exit; go ahead and go through it for some additional exploration. There's a treasure chest tucked away in here containing **Bestiary Potion** that you'll want to grab.

Fine Stones

Within this area there is also a story check point - check out the boulders which should make for good stone for the watch tower.

After examining the boulders, exit the area and take the path directly to the right and leading up to return to the previous area with the giant waterfall where you found the Master Fish, only this time you'll be on the other side of the river. Grab the treasure chest here containing a Lightning Amulet.

Sister Nia

Continue up towards the waterfall where you'll encounter a Spown. He is a bit of a tough nut, or rather, he shoots out a bunch of tough nuts to crack. Fight him or go past him and you'll get a glimpse of a woman underneath the waterfall. Follow her into the **Waterfall Limestone Cave**.

It's a bit dark in here, so for the time being, unless you fancied a trip like through the Dark Cave in Pokemon without Flash, return to your main quest. The woman, who introduces herself as 'Sister Nia, will head back with Dogi to the Castaway Village.

Return back to the beach area. Before heading down towards the beach, check out the grassy area on the right where there is a chest containing five Paprikas.

On the beach there are some extremely weird enemies that are buried under the sand with only a ring of their teeth visible, sort of like a hunting trap. Be careful not to step on these. Once they detect you, they will rise sticking straight up in the air giving you an opportunity for attack. To the far right side of the beach, there is a wreckage which is your first checkpoint. Check that out, then continue underneath the great stone archway to the left.

Hummel

Once you cross the threshold of the archway, you'll see another passenger - the same suspicious individual you met on the Lombardia. He seems to be impervious to Laxia's attempts to speak with him. You'll at least find out his name is Hummel though.

After Hummel departs, look for the small cave under the archway to set up camp for the night. There is naturally, a Crystal there too. After you settle down, Adol will experience another dream, a brief one this time. In the morning, Little Paro will mark some more events on the map before you set out again.

Head back down to the beach. If you follow the path that goes along the water, you'll come to a boulder blockage which requires at least 10 people to clear.

Boulder Blockage

This blockage conceals a chest which contains a Spirit Elixer, so be sure to return when you've got at least ten people to clear it.

Climb up the path leading up. Once you reach the first level, turn to the left and jump down onto a ledge where two Dunas guard a treasure containing three Sweet Remedies. Then climb all the way up until you reach the entrance to the next area.

T's Watchtower

Here you'll find a giant watchtower. Climb up to find some more notes from the mysterious "T". Once you climb down, you can continue towards the next check point. You can climb down the ridge to the south to find two giant spiky ball objects, but these seem to be impervious to damage and what's more, spawn hornet like Zanvespas to defend it. Best leave these alone for now and continue north towards the checkpoint.

Just north of the watch tower, there is an opening to the left. Here there is a particularly splendid tree. Examine this, and the group will agree that it would make fine lumber for a watch tower. After you've found this last material source, the group will want to report to Captain Barbaros.

After reporting back, a magnificent lookout tower will be created in a matter of days (maybe Sir Carlan is right and they should be focusing their efforts on building a ship). Plans for future **Village Enhancements**will also be discussed, so whenever you have materials bring them back to upgrade the facilities around the village.

There's no rest even with the watch tower completed, so get ready to return to the Canyon and continue exploring.

Beast Hills

Treasure
Ripe Mangoh

Return to the far north of the Great Canyon Valley by T's Watchtower to continue where you left off. Head all the way up north to find a new special location, the **Chimney Rock**, and you can get a great view of the island from here. If you continue north of the Chimney Rock as far as you can go, you'll discover another chest containing five Eye Drops.

On the path below, there's another hive. Just go past it and continue through the exit to enter a new area, the **Beast Hills**. true to its name, you'll immediately see some wolfish beasts, the Velarcos, guarding the entrance. They aren't any more difficult to defeat than any other wolves you've encountered thus far though. It's actually kind of sad to kill them, since they make a pathetic cry when doing so.

Ignoring the strange shaggy beasts, Laxia will zone in on Hummel as soon as she sees him. After a bit of an awkward meeting, Hummel decides that he's gonna join your group.

Note: Party Setup

You can only have three active members in the party at a time, so any extras will be on standby. You can adjust the active members by selecting "Party" from the Camp Menu, or pressing the left arrow on the d-pad.

While having multiple active party members of the same attribute will increase damage dealt to x1.1, having three different attack attributes will increase item drop rate.

Continue to the right, and you'll notice the shaggy brown beasts from earlier. These are Bulltibitows, and they like to charge at you but aren't too threatening other than being a bit bulky. Further down you'll find a treasure chest containing a Ripe Mangoh, as well as more Zanvespa hives. There's no continuing here for now, so head back in the other direction and enter the next area. Here you'll set up camp right outside of a cave.

Eroded Valley

Treasure
Ripe Mangoh
Eye Drop x3
Crow Amulet
Strength Elixer
Antidote x5
Ripe Mangoh
<Eye Drop> Formula
Stalactite x3

Antidote x3
Heal Potion
Hermit's Remedy
Iron Ore x3
<Wild> Manual
Hunter Hat
Blade Ring II
Antiparalytic x3
Tempest Elixer

The Eroded Valley is a dimly lit cave, but it contains **Light Stones** along the walls which, when struck, will not only provide temporary light but stun enemies as well. This cave is home to enemies such as the hermit-like Stearda and the strange pig/bat crossover, Pigura. Pigura releases a sonar, but it is easily taken out by Hummel's gun.

To the right is the entrance to a very dark area with no lightstones, so leave it for now and continue forward. Eventually you'll be able to drop down to the right where there is water, and you'll find a treasure chest in the water containing three Eye Drops, which may help if the Steardas manage to blind you.

Continue along the water from this point to arrive at an outcropping with another chest containing a Crow Amulet.

Head back up. There's nothing really on the left side of the cave but a slightly creepy bridge made of gossamer web. Keep going forward, being mindful of the Steardas dropping down from above.

Eventually you'll reach an entrance leading further into the cave, and you'll find a pirate just nearby. Be sure to check him out to obtain the **Pirate's Memo 1**. Then go through the entrance.

This area has winding areas hiding several chests, so be sure to search thoroughly. One such chest containing a Strength Elixer is near a giant turtle called a **Bullfrodon** who you absolutely do not want to wake. You can sneak past him, but if you attack him he will wake up in a powerful tantrum and hurl deadly white droplets at your party which is capable of taking them out in just a few hits. It's best to clear the enemies around before approaching him so they don't follow you near him. Slightly concealed behind him is also a small entrance from where the water is pouring out, which you can jump up to go through, but it is the same dark path that you first found near the entrance to the Eroded Valley, just the opposite end. Come back here later.

There are two other chests in the water along the opposite wall containing a Ripe Mangoh and five Antidotes apiece. At the end of the room there is also a chasm leading back out to the first area, where you can grab a treasure chest containing <Eye Drop> Formula and push a tree down to form a bridge near the entrance to the Eroded Valley.

Return back to the previous room and find the exit leading out from the water onto a small path outside. Follow this path into a room with a dark lake. To the right of the entrance, there is a small cavern with a treasure chest resting on top of a rock. Grab it to obtain three Stalactites.

Off to the right side of the lake, there's also a small branch you can use to find a treasure chest containing Antidote x3.

Across the small lake, two Bullfrodos lie guarding access to a treasure chest. You can jump over the rock next to the one on the right to sneak past them and grab the Heal Potion.

If you walk past the lake there will be an opening to a small crevice where another pirate lies in the water. Upon searching him, you'll get the **Pirate's Memo 2**.

Further on, you'll find a Crystal marking the center of the Eroded Valley, and beyond that an exit to another area. You may want to save here, because as soon as you enter the next area, you will encounter a boss fight.

Boss Fight: Lonbrius

<Blind Evil Tunneling Underfoot> Lonbrius

Lonbrius is a multi-tentacle headed hydra sort of monster. The heads aren't particularly hard to beat, but defeat one head, and out sprouts another in its place. Unlike a hydra though, there are a limit to the number of heads this creature has, so just keep defeating them until the whole Lonbrius is down.

The most threat you have to watch out for here is its poisonous breath and swinging head. Or, true to its name, the Lonbrius will dive underneath the hard rock floor - which seems like a bit of a feat given how solid the ground is - and dive up again to do some damage to you.

Other than that there's not too much to worry about - until the bigger Lonbrigus appears after you've gotten the overall health down to about 50%. This guy is much more powerful, and his attacks are much harder to avoid as well. When he dives underground, he is fast so be on your toes and use your dash to avoid getting struck as he bursts out of the ground. The best chance to hit him is when he buries his head in the ground and beams of light come out of him. Don't walk into these since they hurt, but take the opportunity to strike him while he does this.

Upon defeating the Lonbrius, a treasure chest will be revealed to you containing a **Glow Stone**. This is an adventure gear, and will make exploring the rest of the dungeon must easier as it lights up the area when worn. Equip it immediately - you won't be needing the Grip Gloves here.

You can return to the entrance of the Eroded Valley when you get a chance, and go into the dark path from before. Just off the entrance is a branch that leads towards a treasure chest, but it is blocked by a Bullfrodon so you've got no chance of grabbing it now. However, continue a bit further to find a special location - the **Indigo-blue Veins**. Check these out to add them to your map.

'*Treasure - Eroded Valley*

Come back later when you are stronger to defeat the Bullfrodon at the end of this path. You can then open the treasure chest behind it to acquire a Tempest Elixer!

From the Lonbrius room, take path leading outside where you'll find a giant bird - a Tyranwether. Hummel's gun is good for these, otherwise you may have to use Jump Attacks to hit him.

Too Many Web Bridges

From here, first take the path leading left and take the exit to the next area to pick up a treasure chest containing a Hermit's Remedy. Then return to the previous area and take the path leading right. You'll find more of those gossamer web bridges. I gotta say, I would not walk on these unless my life depended on it. Unfortunately, our adventurers don't really have a choice.

Take the web bridge leading down, and then take the first bridge on the left to go back to the first area of Eroded Valley, where you can open a chest containing three Iron Ores and knock down a tree to form a bridge in case you wanted to go back that way.

Of course, we have to go back and walk on more unstable bridges. Return to the web bridges and then take the one again to the left and leading up to find another treasure chest. This one is guarded by the beetle-like Angvortal. Defeat it and pick up a <Wild> Manual, from which Sahad can read to learn the **Wild Appeal** Skill.

Finally, take the right-most bridge and continue to follow the web bridges until you wind up on a narrow ridge. To the left is a treasure chest containing a Hunter Hat.

To the left is the entrance to a cavern which seems to be the home of some rare fireflies, or glowing materials hanging down from the walls to make a really beautiful effect. There's a treasure chest in this area containing a Blade Ring II, but before that you can take an exit on the right to grab another treasure - three Antiparalytics.

You can follow the path outside to find another entrance leading right back into the firefly cave. Here you'll find a Crystal as well as a pirate skeleton holding the third **Pirate's Memo**. Save here, and then continue into the next area. If you can, pack plenty of Antidotes and Eye Drops for the battle ahead, because you'll likely need them.

Boss Fight: Grugantura

<Hideous Compound-Eyed Captor> Grugantura

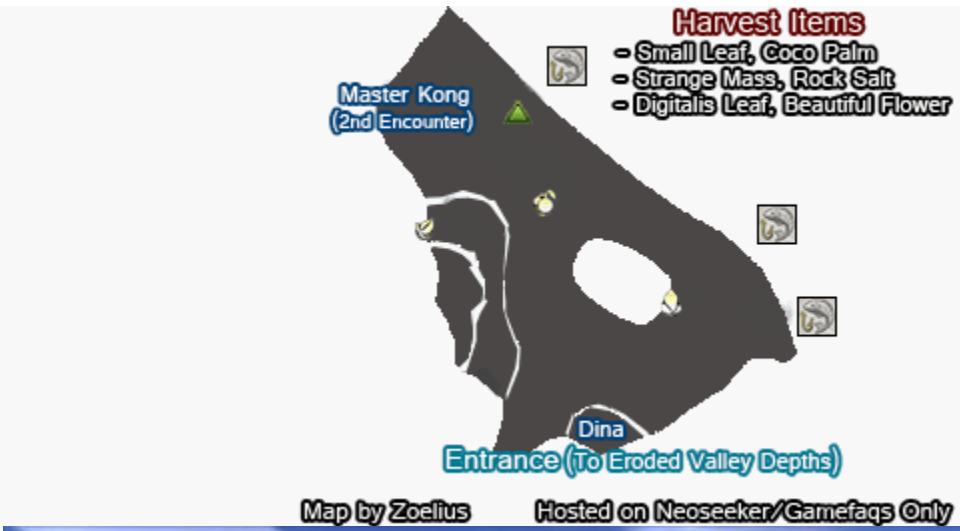
It shouldn't come as a huge surprise that the final boss for this dungeon is a giant arachnid, what with all the webs everywhere. Grugantara is actually kind of pretty, if not weird looking with that weird edifice protruding from its back, which he uses to spout poison.

At the beginning of the battle, he mainly attacks with his front legs or slams his huge body into the ground (seems to be a trend among large enemies). He is accompanied by some smaller Steardas, which you can use the light stones around to stun, but otherwise don't worry about them. Unfortunately the light stones don't have any effect on Grugantura itself.

Towards the second half of the battle, Grugantura turns purple and starts stomping around in a rage. It's pretty deadly if you get in its way but it is not too hard to avoid. Just don't get in the way of the purple beam it shoots out if at all possible, and try not to get poisoned. Grugantura wouldn't be a spider without some sort of web attack, and probably its worst attack is the huge stream of web it shoots out at you which is utterly crippling since it renders you practically immovable. Just try to use your evasion as best as you can and use skills and attacks to bring it down.

Once the fight is finished, you'll earn yourself a **Fuel Stone** for synthesis from the Grugantura, which you can give to Catherine to Synthesize.

Sunrise Beach



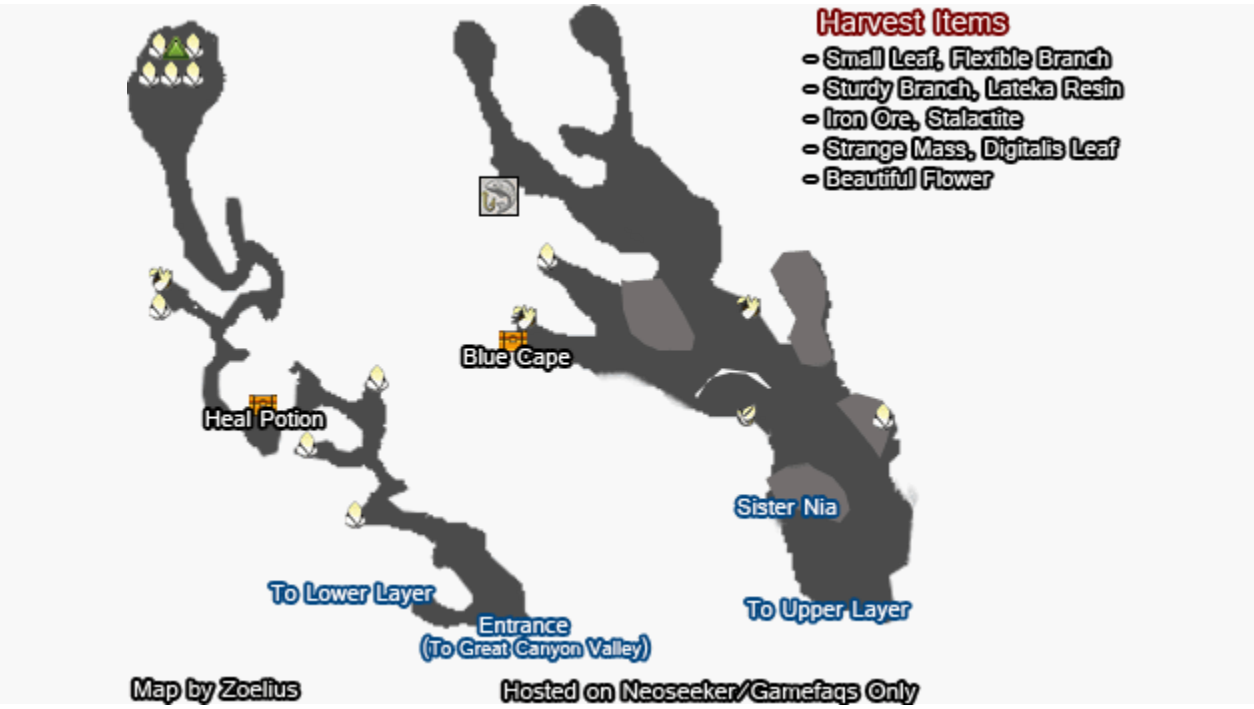
Beyond the Grugantura's domain lies the Sunrise Beach. In the distance, you'll see another castaway, but naturally you'll first want to explore a bit before speaking to her.

To the north is another special location - the **Beached Corpse**. There's no treasure in this area, so talk to the woman whenever you're ready. You may recognize her as the merchant girl from the ship. Her name is Dina, and she's a bit.. strange. She insists on opening up a shop in Castaway Village, though no one has any money. In any case, the Item Exchange becomes **Dina's Trading Post** and you are now able to barter items which seems reasonable enough. Dina will also trade rare items for **Rainbow Jewels** that you can find in submerged treasure chests. She will also give you three **Insect Repellents** for your assistance with setting up her shop.

Note: Insect Repellent

Remember those hives (Insect Nests) from before? You can now use the Insect Repellent to destroy those nests!

Waterfall Limestone Cave



Treasure
Blue Cape
Heal Potion

Now that you have the Glow Stone Adventure Gear, it will be easier for you to explore the Waterfall Limestone Cave where you met the Sister Nia. This cave has two chests; one on the lower level containing a Blue Cape, and one on the upper level containing a Heal Potion.

The real attraction of exploring this cave however, is to find the special location - **Milky White Veins**. You'll find this location all the way in the back of the cave via the top level. It's also a great place to harvest a bunch of materials at once.

Cleaning Out the Hives

Treasure
Blue Glove
Ripe Mangoh

Gualanyga Pincer x2
Rainbow Jewel

Now is the time to make use of that Insect Repellent. Conveniently, hives blocking access to something are marked on your map. First, you can return to the Great Canyon Valley near T's Tower and follow the ledge down to the Kunos hives. Clear the hives to collect a Blue Glove from the chest.

Then return to Beast Hills to clear the Kunos there. You can take the right fork first if you want to continue exploring Beast Hills before moving on to the story event. Here in this area there is a chest on top of a ledge containing a Ripe Mangoh. There is eventually an opening along the right side allowing you to climb up and get it.

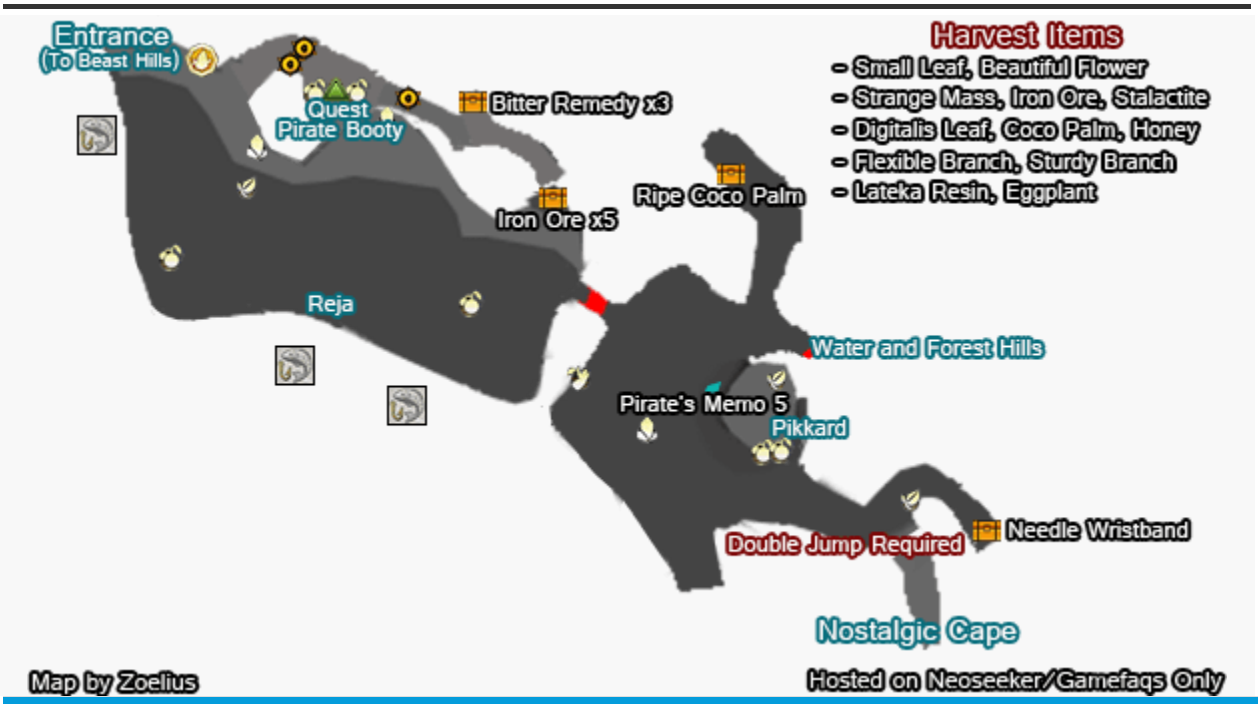
There's another chest containing Gualanyga Pincer x2 in a nook along the far left. Towards then end of the area, there's also a landslide which will require 15 people to clear. In the lake, there is a sunken treasure which you can fish out to gain another Rainbow Jewel.

Treasure - Beast Hills

Once you've rescued 15 people, return to the landslide in Beast Hills to pick up a treasure containing a Spirit Elixer!

There are two exits leading to new areas here. One leads into the **Water and Forest Hills**, a foggy place full of reptilian enemies. This place is too dangerous for now, so head to the other location, which is the Longhorn Coast.

Longhorn Coast



Treasure
Bitter Remedy x3
Heal Potion
Ripe Coco Palm

Needle Wristband

Longhorn Coast is the site of the sidequest **Pirate Booty** received from Dina. There's a path leading up to the ridge just near the Crystal. Climb up, and use Insect Repellent to destroy the Kunos blocking the way. You'll find the special location, **Beehive**. Examine the beehive, then search the flat rock between the giant hive and the tree on the right to find the pirate's booty.

Further along the ridge, you'll find the treasure chest containing Bitter Remedy x3, and then further along you can drop on to an outcropping to pick up another treasure - Iron Ore x5.

You'll also meet a young boy on the shoreline named Reja. He seems to have been with someone, and you'll have to help him find them.

In the next area, there's another pirate, holding the **Pirate's Memo 5**. There's a treasure box containing a Ripe Coco Palm near a pair of Gwaralarbs. In the sea, there should be a sunken treasure with a Rainbow Jewel as well.

Further on, there will be a ledge on the left you can jump onto to discover a Pikkard on top of a small ledge. Just beyond that is a final treasure chest containing a Needle Wristband if you'd like to grab it first. Quite meanly, the group will decide to take the **Eggplant Seed** the Pikkard is trying to eat.

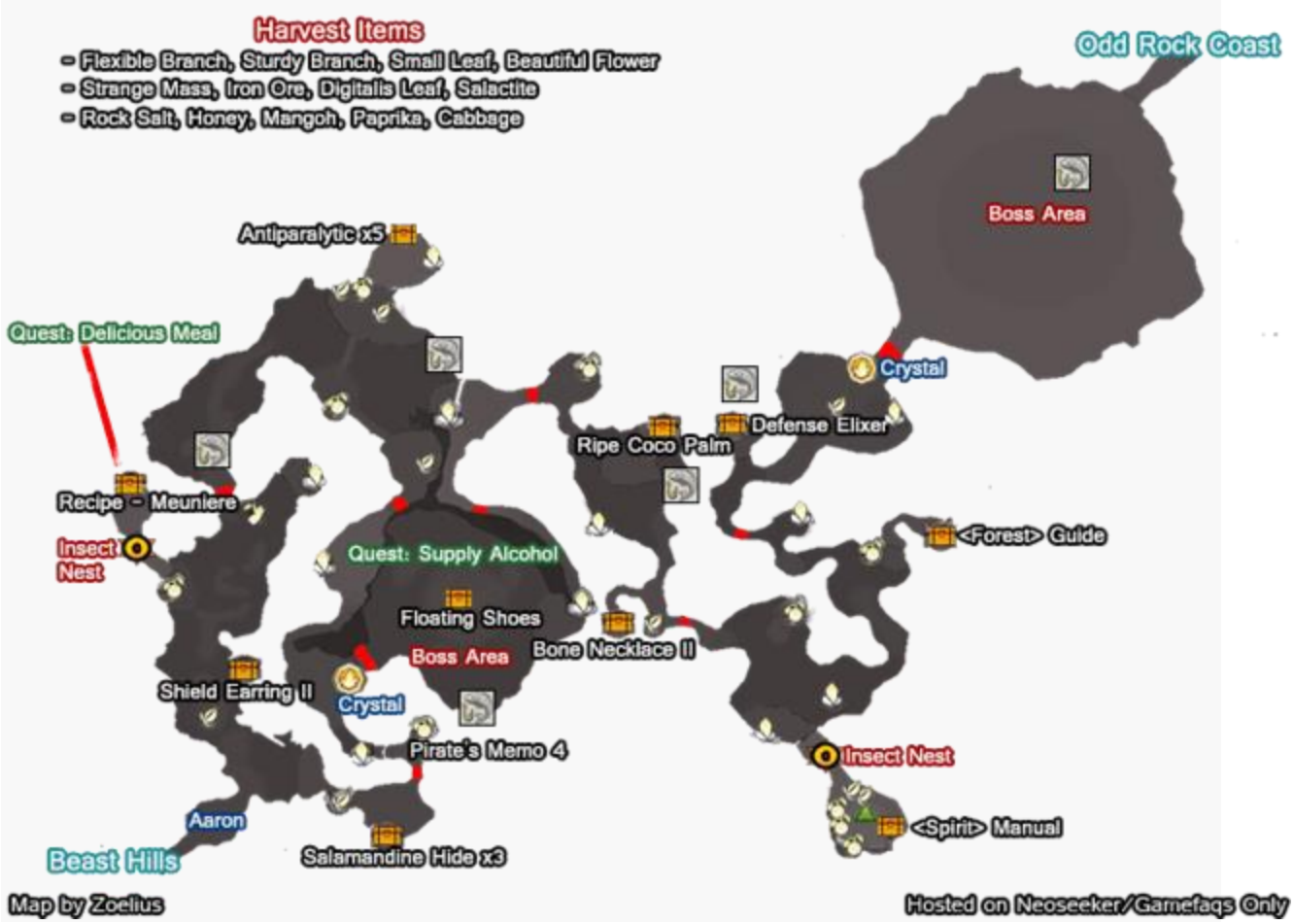
As it turns out, the Pikkard is Reja's savior as well. Following their reunion, the group will escort Reja and his Pikkard back to the village.

The Farm

Much to his chagrin, Reja will be assigned farming duties. Now you can bring any seeds you find to Reja so you can grow fresh food! The only mystery is why it took so long for a farm to be started.

Now you're ready to resume your journey, so return to the other path in Beast Hills that was blocked by hives and enter it to set up a campsite.. The next morning, journey onward to arrive in the Schlamm Jungle.

Schlamm Jungle



Treasure
Recipe - Meuniere
Antiparalytic x5
Floating Shoes
Salamandine Hide x3
Shield Earring II
Ripe Coco Palm

Bone Necklace II

<Spirit> Manual

<Forest> Guide

Defense Elixer

When you first arrive, you'll meet Aaron, a blunt man from the Romun military police. He seems to be searching for someone, and will leave to the village when you mention it to him. That leaves you to explore the forest. Schlamm Jungle is really a giant mud puddle with some foliage. It's home to many creatures, including Bitrus and Shotzura. Bitrus are annoying leech creatures who will constantly be jumping out of the mud, so just be prepared to deal with that. Shotzura shoot paralyzing spores, so having some paralysis resisting accessories equipped may be a good idea. Of course, it wouldn't be a jungle without hives of wasps, so be prepared with insect repellent to destroy their Kunos.

While you're in the mud, you can't jump at all, so unfortunately the first treasure chest you come across is inaccessible for now. A little bit further however, there is some ivy you can climb. At the top of the ivy, there are some Kunos you can destroy to reveal access to a chest guarded by a Salamandine. Be sure to pick this treasure up, well I mean if you care about satisfying Sir Carlan's luxury dietary needs. It is the recipe for Meuniere needed for his quest **Delicious Meal**. Of course, you can always cook it for yourself too, but it doesn't sound at all appetizing.

In the next area, you'll face a Salamandine right away. Then you'll need to traverse a longer stretch of mud. There's land you can climb on to the right; just keep moving so you don't sink. Here there are two log branches you can cross. The first one leads across the mud to some ivy you can climb, where a treasure chest containing Antiparalytic x5 lies. Definitely handy here. Then just take the next log bridge to travel to the next area.

Here there will be a Crystal, beyond which leads to a large lake of mud. Across it lies an oddly shaking tree. Approach it to initiate a boss fight.

Boss Fight: Magamandra

<Ostracized Vile Tree> Magamandra

The Ostracized Vile Tree, Magamandra, is in a terrible temper when you approach - perhaps because it is so tired of being ostracized. There's no knot underneath its roots for Crookshanks to press to calm it down; rather there are several knots, or orbs, around its base that you need to destroy in order to calm this tree down. When the orbs are open to reveal the yellow inside is the best time to crack this nut. In the meantime, the Magamandra itself will attack you, both by flaying its branches around or otherwise dropping them down to crush you, or by shooting its roots from underground to stab you. The orbs themselves will shoot spores from time to time. Just work on cracking them as quick as possible to bring this tree down.

Once you've cut down the Magamandra, a prize will be revealed in the form of a new Adventure Gear - the **Floating Shoes**! You can now access some areas you couldn't previously.

Note: Treasure in the Canyon

Now that you have the Floating Shoes, you can now cross that muddy area in the Great Canyon Valley to find three more treasures - a Tiger Claw, Bait x5, and Hero Belt. There's also a bridge in the area, but it is broken for the time being.

Beyond where the tree fell, in the muddy water, there may be another Master Fish waiting. It may be a bit tricky to cast the line in the correct place. If you have trouble, I recommend putting on those Floating Shoes and walking right up to the fish to cast your line on it.

There is a little path behind the waterfall in this area, but first you can return to the beginning of the dungeon if you like and claim the treasure that is now available thanks to the Floating Shoes.

Pirate in the Jungle

There is also another exit near the entrance to the Magamandra's domain which you can take to find a pirate corpse holding the **Pirate's Memo 4**.

Take the path beyond the pirate to claim another treasure: Salamandine Hide x3. Further on leads back to the jungle entrance, so you can take the chance to claim the treasure that was previously unavailable without the Floating Shoes - a Shield Earring II.

Head back to the Magamandra's area and take the small path behind the waterfall. Just as you enter the next area, you'll see the silhouette of a person leaving. Of course you need to follow, so head the same way.

In this next area, you can climb some ivy to collect a Ripe Coco Palm from a chest. There's a Salamandine as you press further, as well as the piranha-like Lugardy fish. You can grab another treasure - Bone Necklace II - before exiting this area.

As you move through this area, there is another ivy wall to the right. If you climb it, you can clear out some Kunos to reveal a special location - **The Field of Medicinal Herbs**. Not only is it very pretty, but there are several flowers to harvest from here. There's also a chest containing <Spirit> Manual, which you can use to teach Laxia the skill **Sylphid's Kiss**.

Onward there is a smaller ivy wall which you can climb to get the <Forest> Guide from a chest. This is a very useful item, because once you use it you'll be able to increase the amount of Adventure Gear you can have equipped to two. Now you don't have to switch back and forth between Grip Gloves and Shoes, which was probably becoming tedious. You'd think you'd know how to wear gloves and shoes at the same time without a manual but...

In the next area, you'll find a chest with a Defense Elixer. There's a Crystal here leading on, so you know what that means. Prepare for a boss fight!

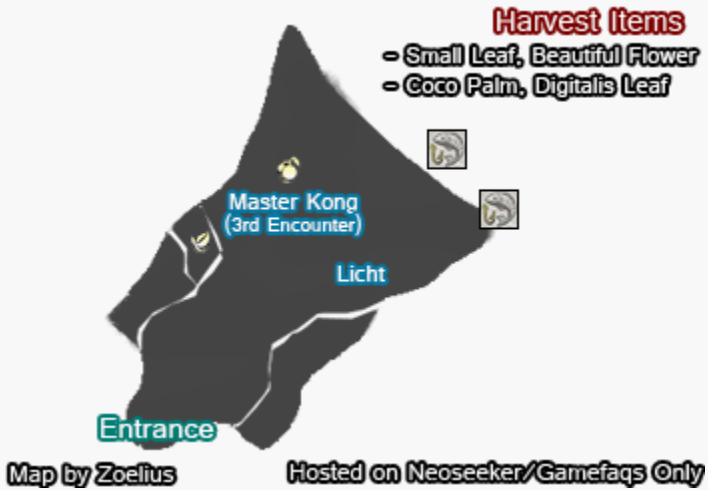
Boss Fight: Laspisus

<Mud-Lurking Beast> Laspisus

Laspisus is actually kind of magnificent for a hippopotamus. He dives in and out of the mud with grace and hs sides are flanked by pretty wing-like flaps that glow blue and have the ability to shoot lightning. On his back is a field of grass and the bulging yellow orbs will be the main focus for this battle. Similar to the Magamandra, your task will be to hack away at each of these until you "defeat" them. The easiest time to do this is when Laspisus is hurling mud balls at you, since they're pretty hard to hit while he is leaping in and out of the mud. Any spin abilities are particularly helpful here for hitting multiple orbs at once in quick succession. Don't be afraid to go into the mud and get a bit dirty to hit them; you're probably already dirty from this adventure. Still, stay near the edge, since when Laspisus dives into the mud, vicious ripples will ensue. At such times, you can leap safely back to shore to avoid them.

Once you've knocked out all the yellow orbs, Laspisus will actually climb to shore to recover. His attacks here are mostly either trying to bite you or try to stomp on you. Just avoid them and do as much damage as you can. Eventually, his orbs will glow yellow again and he will sink back into the mud. You'll have to repeat this process several times. Each time he comes to shore his attacks get a little more varied; he'll shoot out balls of blue energy or shoot lighting from the flaps at his sides. You'll only have to battle him in the mud a few times at most, before you can eventually defeat him.

Odd Rock Coast



On the beach, you'll find a timid boy named Licht. There's not much time for chatting with him though, because Little Paro will show up with an emergency distress call from Captain Barbaros. The group immediately heads back to the village with Licht.

Nameless and Variant

When you get to the village, you'll learn that Captain Barbaros has been attacked, and a "Nameless" slasher is now at large. What's more, the village will come under attack again by none other than the same Variant Beast you fought on the Nameless Shore... interesting.

You'll have to participate in an interception to drive the beast back. At some point overnight, Sir Carlan disappears and a search ensues. You'll have to search the village for clues, but it's not hard to figure out what happened. On the shore the small boat has disappeared. Examine the rope and then talk to Sahad.

You'll be able to see Sir Carlan from the Watchtower. It seems it's up to you to intercept him and rescue him. Head to the White Sand Cape where you met Alison.

You'll arrive just in time to see Carlan rowing away and talking to himself. Unfortunately, the giant tentacles show up to block his path and quickly make a wreckage of his boat. Everyone searches for Carlan to no avail...

Searching For Clues

Following the loss of Sir Carlan, you'll be tasked with asking around the village for information. You'll need to talk to Hummel, who is on the very top of the hill, Doctor Kiergaard at the Pharmacy, and Licht and Barbaros in the cave.

After you've talked to everyone, Sahad will sense movement near the village's entrance. Have your crew go out to investigate. After Laxia gets wounded from a trap, search around the trees to find the cause. There will be a sparkle next to one of the trees revealing the location of the trap that nearly took Laxia's head off.

After that, Aaron will show up and you'll return to the village where the group comes to a conclusion regarding the culprit.. and Adol is ordered to arrest him, even though he is supposed to be Aaron's charge. Find the culprit on the hill which outlooks the sea.

As soon as you accost him, it will be revealed that your conclusions were indeed accurate, and the culprit will run away with incredible agility. Of course you have to give chase! Exit the village and follow Little Paro's instructions to find him. You'll eventually get to the beach where Captain Barbaros and Aaron will catch up to you.

Paro will call out to you, alerting you to the presence of a girl on the beach being attacked by monsters. As Sahad and Barbaros rush to her aid, the poor captain is gravely injured and Nameless shows his face again - he used the girl as a decoy! Continue pursuing him to the clearing where you first met Sahad.

Boss Fight: Nameless

Nameless will be waiting for you and you'll finally get the chance to have a showdown with him!

<Nameless Slasher> Kiergaard Viceman

Nameless is just as insane to fight as he is in person. He wields his steel cables with super-like abilities, having the traps cross and spring out of the ground, all with his maniacal laughter echoing around you. They are almost impossible to avoid so you'll just have to hope for the best. Seriously, how does this guy set them up so fast?

When the cables cross, sometimes they will remain and you can see the lines glowing around you. Just leap over them to avoid getting cut by them. Somehow Nameless is able to take a beating from three skilled warriors hacking away at him, but he is not as thick-skinned as some of the other monsters you've faced, so just continue attacking and trying not to get hit as much as possible. Some of Sahad's abilities such as High Wave may be useful for this fight, since they will flop Kiergaard around in the air giving you a break from the steel cables for a moment.

After all that, somehow Nameless is still standing. It looks as if he still might get away, but luckily? A variant beast comes along and grabs him for dinner. It is the beast's nesting grounds after all. Not to lose a moment, run back and check to see how the captain is fairing. The moment that follows is heart-wrenching...

The Tree Festival

With the close of Chapter 2, you'll find yourself in another time playing as Dana, the maiden from Adol's dreams. Dana has just become the Maiden of the Great Tree, and is now preparing to embark on a journey to perform the rite known as the **Tree Ritual**.

You are free to explore the temple a bit before talking to Atla, when you are ready to start the adventure. There are four people you need to talk to first; three are around the rectangular hallway, and another is on the second floor, all marked by story points.

Once you are ready, talk to Atla, and a cutscene will trigger where Dana will meet her former peers, Olga and Sarai. After opening the Tree Festival, Dana will be off.

The Great Canyon

Dana will be in the Great Canyon, a small area that is pretty straightforward to travel through. There are a few Golingens in this canyon - roly poly enemies that are easily defeated with Dana's crescent swords. The crescent swords also give off a gust wave after attacking a few times, making them useful for short distance attacks and blowing the enemy
back.

Energy Equipment

Energy Equipment is similar to Adventure Gear for Dana's storyline. Dana comes with an Archaeopteryx Wing already equipped, which gives her the ability to double jump, allowing access to higher areas. Energy Equipment is accessed and equipped from the same menu as Adventure Gear - **R2**.

Towards the end of the first area in the canyon, there will be a tree with a Dragonfruit high up in its boughs - a perfect opportunity to use Dana's double jump.

The second area of the canyon is very windy, making traveling through it difficult. Push through as best as you can, using the rocks as waypoints to keep from being pushed back. Don't let the Golingens distract you.

At the end of the path, there will be some stone steps. Climb them and then cross the bridge to the opposite ledge - be sure to wait for the wind to clear or you'll be knocked off. Make your way across the ledge to the end of the path.

In the next area another cutscene will follow where Dana will perform the ritual and receive a vision. And with that, the start of Chapter 3 is signaled and we return to Seiren Island with Adol.

Stranger Dreams

The start of Chapter 3 begins with Adol waking up. Adol's dreams are getting even weirder it seems, as he feels that he was in fact, Dana in the last segment. As soon as he walks outside, he is bombarded by the little pink-haired girl from the beach, who turns out to be named Kuina. You may recognize her... She's quite taken with Adol, but terrified of Dogi, it seems.

Dogi will ask you to collect the others to plan what's next. Find Laxia or Sahad, and the other will automatically join you and a meeting will start.

Gifts

If you climb up the hill, you'll be approached by Dina, who will tell you she's added a "Gift" section to her item shop. Now you can purchase gifts for people to boost morale! Giving gifts will not only raise approval, but sometimes trigger special events as well.

Shortly after your party has gathered, Aaron will arrive on scene as well. The plan is to find a way to the giant peak in the middle of the island!

Aaron's Crafts

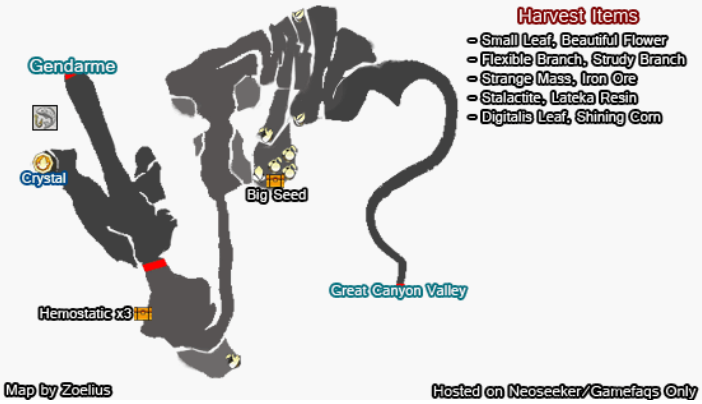
As it turns out, Aaron is a bit of a handyman. With the loss of the Captain, sadly, you'll need someone else to evaluate the map progress. Aaron fills this role, along with providing equipment and accessory crafting.

Before you set out to the mountains however, you may want to chat with everyone around the village first, as there are some new quests for you to take care of.

ADVERTISING

When you are ready, head back to the Great Canyon Valley and climb the hill past T's Tower to reach your destination. Mysteriously, an ancient tree will have grown over the chasm, its roots providing passage now into the **Passage of Ancient Species**.

Passage of Ancient Species



Treasure
Big Seed
Hemostatic x3

After you traverse the precarious root bridge, you will now be in the Passage of Ancient Species. Continue up, climbing the ivy walls. After the second one, first drop down to the left to find a field of **Shining Corn**and collect a **Big Seed**, which you can give to Paro as a gift, from the treasure chest before continuing on.

Soon enough you will run into an actual Ancient Species - the Meraldias. They are weaker than other Ancient Species, so they shouldn't be a big threat to you. You can "defeat" them, but they will shortly revive soon after, so there's little point to engaging them now other than to level up and learn new skills.

Further past the Meraldias is another chest containing Hemostatic x3, and the exit to the next area.Before you you will see the giant entrance to Gendarme. Before anything, stop to set up a campsite nestled in its shadow, where a Crystal will be as well. As Adol drifts of to sleep, he will experience another "dream" with Dana... a brief cutscene follows.

Gendarme

Treasure
Paprika Seed
T's Memo 4
Antiparalytic x3
Iron Shield
Beast Hide x2
<Blood> Forumla

Ripe Mangoh
Seiren Wheat x5
Life Elixer

As soon as you enter Gendarme, you'll see a Ancient Species - Zakkabalios - lurking in the corner. There will be Ancient Species here and it's best to try to avoid these creatures as they will continue to respawn even if you do defeat them. Other than that, you just have to deal with the rolling Zagrunes, and the serpent-like Neydeeks.

Take the path leading up and into the next area, where you'll find the venomous Zaspion. Take care of it and continue your climb up the stairs and into the next area.

Here there will be an opening leading directly outside, but first you can descend the lower path to find an ivy wall leading down into the first area, where you'll find a chest containing a Paprika Seed. Take the seed back to the garden later to plant it. There's also the usual tree bridge nearby which you can push down to provide easy access to the entrance.

Climb back up and head outside through the opening. On the lower path here, you'll encounter another Ancient Species, as well as another treasure chest containing T's Memo 4. As you traverse the upper ledge, it will crumble beneath your feet putting you back at the mercy of the Ancient Species. Just climb back up again if you fall and jump over the cracks.

Falling Rocks

Further on, there's a chest containing Antiparalytic x3. And just beyond that, there is a narrow ledge beneath some falling rocks. These rocks won't knock you off if they hit you, but will take a good chunk of HP. Time it as best as you can and dash through. You can use the shadows as a warning sign of when they're coming and slow down if need be.

The next area has more falling rocks and even more Ancient Species. At least the rocks are easier to avoid this time, as the slope is less steep. Beyond the falling rocks, there is an ivy wall guarded by some Ancient Species that will lead up to a treasure chest. This is a dangerous route to take, however.

If you look on the slope of the falling rocks, there is a small path that you can take to get up to the same ledge. If you take that and go to the right, you can collect the treasure containing an Iron Shield.

Turn back and head the other way. Eventually you'll come to a large gap which you can use ivy to cross. First however, drop down to grab a chest and collect Beast Hide x2. Then you can push down the tree bridge and go back up the path to the ivy to get across the gap.

After crossing the ivy, there's another chest on the lower path containing a <Blood> Formula which you can take to Licht later. On the upper path, there is another gap which you can use ivy to cross, or you can take the lazier and more dangerous way through the opening leading to a nest of Zaspions. Either way gets you to the other side.

Shack on the Mountain

In the next area, you'll find a Crystal and a surprisingly well kept shack. You can examine the interior for some interesting information, and you can also cook within. It seems like someone has been living there recently. When you're ready, continue the exploration of Gendarme.

In the next area, if you try to cross the upper path, the ground will crumble from beneath you and drop you onto the path below where you can open a treasure chest containing a small Mangoh. Go back up and this time use the ivy to cross.

Further on there are many stone steps for you to climb, winding around the mountain. You'll come upon another rockfall area. Rush across and then turn around and find the narrow path leading back through the rocks which take you to more stone steps and an Ancient Species.

At the top of the steps, there will be a Crystal next to a cave entrance, but first take the path to the right to collect a chest containing Seiren Wheat x5.

This is also the site for the **Wishing Tree** quest. You'll find the perfect tree on this path, and somehow you'll be able to pick it and take it all the way back to the village for planting. Further down this path there's also another chest containing a Life Elixer, so feel free to grab that as well. There's a rope ladder here in front of this chest which you can use for easy access down to the shack as well.

Boss Fight: Avolodragil

When you're ready, head into the cave entrance and be prepared to fight our old friend, Avolodragil.

<Ferocious Variant Intruder> Avolodragil

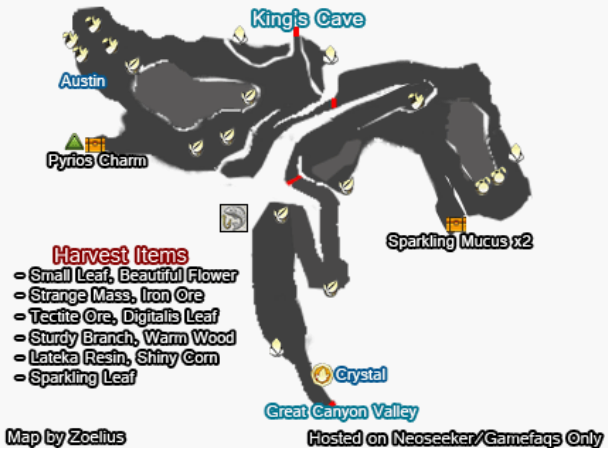
Avolodragil hasn't really learned too many new tricks, so pretty much stick to the same tactics as before and aim for his head. There's less pauses in his movement here, so it may be a bit tricky. Also, his fireballs now act like little homing devices so be wary of that. Otherwise just do the best you can to hit his head when possible; make use of abilities and flash moves. If Sahad has the "Great Ram" ability, that is a great way to get up close to the head and attack without suffering too much.

When the fight is over, of course Avolodragil will still be raring to go. Luckily at the last moment, a wild looking young girl shows up and with acrobatic movement fires some darts at his head. Avolodragil will be subdued and you'll head to the shack for tea; this is indeed where the girl, Ricotta lives. Here you'll learn the existence of a metal that can counter the Ancient Species, as well as the identity of the mysterious "T", Thanatos Beldine. Thanatos has since disappeared for over a month now, so the group agrees to adjourn to the village for now to see Catherine before looking for him. Ricotta will join the party as well.

Catherine will discern that the metal on the dart is in fact the rare metal orichalcum. The group will make plans to search for deposits of this precious metal.

As you leave the smithy, you'll find a curious scene near the village entrance - you may recognize the Shoebill that hangs out near the crest of the village hill. As it turns out, he is Ricotta's "Superior" who had been looking after her before Thanatos arrived. Now in addition to being able to feed him fish, he will also help out during Raids.

Western Foot Plateau



Treasure
Sparkling Mucus x2
Pyrios Charm

When you're ready, head out to begin the search for orichalcum. Your destination is the swamp in the Great Canyon Valley.

Go through the swamp and find the broken bridge in the next area. Now you should be able to do an assist request and everyone will work together to fix the bridge. Once the bridge is fixed, you will now have access to the Western Foot Plateau!

The Western Foot Plateau is home to a mixture of primates and insects. The one to watch out for is the giant Verzdesse in the second area of the Plateau, who will charge at you in true gorilla fashion. They're worth fighting for the materials they drop, and easiest to attack during the interval where they slam themselves face down onto the ground.

As you progress through the first area, be sure to stop by the water's edge where you will find another Rainbow Jewel available for fishing. Then climb up the path and into the next area where you will meet the Verzdesse. There's a treasure chest just near a Verzdesse containing Sparkling Mucus x2, which you may need for Licht's request. Grab this and continue into the next area.

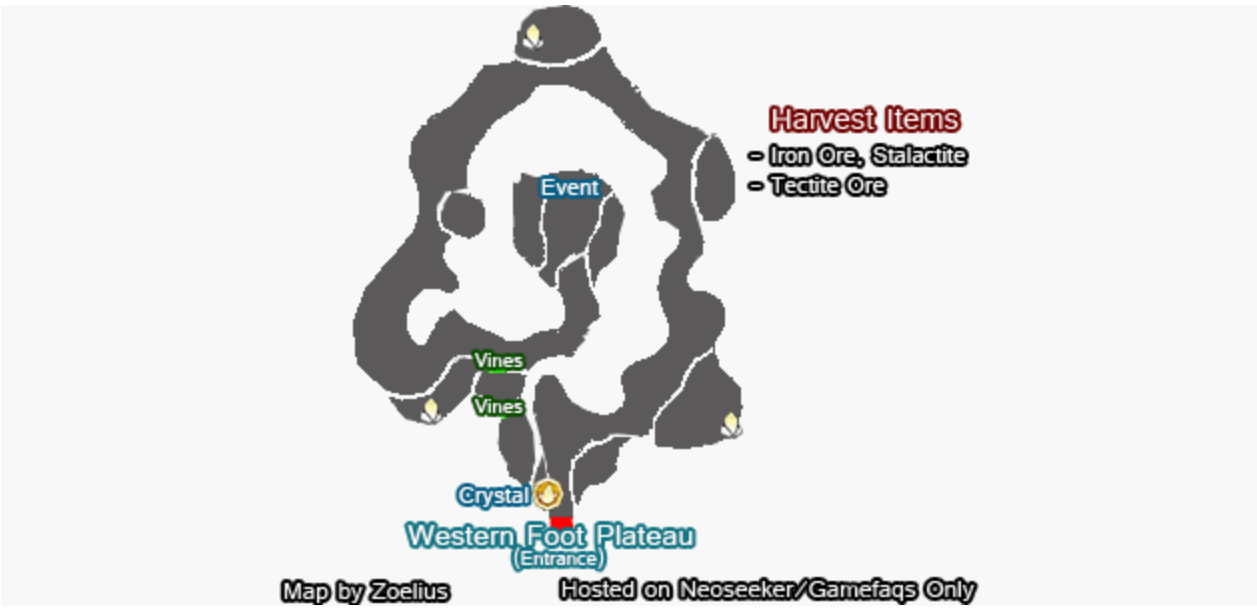
The mouth of the cave you're aiming for is straight ahead as you enter the next area. However, you may want to explore a bit here first for a chance to find a special location and meet a new character. The special location is **Airs Rock Cairn**, and just nestled underneath is a treasure chest containing a Pyrios Charm.

If you travel further up, you'll be surrounded by a wolf pack, and suddenly a new character - Austin - will appear to save the day... well he'll manage to slay one wolf, at least, while your party takes care of the rest. After the pack is defeated, Austin will depart to Castaway Village.

Note: Map Special Locations

Austin is highly interested in the special locations you are recording on your map. Once you've found 50% of them, show the map to him, and he will reward you with an **Eagle Eye Orb** Adventure Gear.

King's Cave



King's Cave is a really short dungeon featuring impressive fossils and only the ant-like Masquerds to hinder you. Simply follow the path around until you come to the massive skeleton's jaws, beneath which lies chunks of glowing ore.

The glowing spot on the wall is where you will find the perfect mining spot to acquire enough orichalcum for Catherine. Once you've gathered it, head back to Castaway Village with it!

Jungle Outbreak

While waiting for Catherine to forge with the orichalcum, Dogi will bring a new problem to the village's attention - apparently Schlamm Jungle is bing taken over by beasts and the whole village will need to go there to eradicate the problem in a **Suppression Battle**.

Suppressions are similar to Interceptions, only with these you go to the monsters. There are a couple of other different mechanics as well. During Suppressions, the focus is on lighting the area with torches while simultaneously destroying the beast nests. Once you destroy all the nests, or after a certain amount of time has passed, a boss will appear. The trick is to first set down torches, which will release special effects allowing you to clear out the beast nests quickly. Clear out all the nests and defeat the boss to emerge victorious!

After your first Suppression, Dogi will reward you with a Ripe Mangoh. What's more, Catherine will finally have the orichalcum ready for your weapons. But, as soon as the weapons are enhanced, you'll already get a chance to try them out with the signal of a mandatory interception. This interception will feature your old friend, Avolodragil, as the boss once more, along with some other Ancient Species throughout the waves, Meraldias and Zakkabalios. Luckily your orichalcum enhanced weapons make these not much more difficult than regular enemies. Is this finally the end of poor Avolodragil?

Following the Interception, be sure to talk to Ricotta by the kitchen to receive the **<Recipe> Cabbage**. You can now continue exploration of Gendarme as well. But first, you may want to stop by the **Water and Forest Hills** to find a new castaway.

Miralda in Water and Forest Hills

Treasure
Athlete Belt

The Water and Forest Hills is still a pretty dangerous area even with your newly enhanced weapons, but it is somewhat more manageable now. It's still best to try to avoid the Ancient Species, but you can fight them if you are feeling adventurous.

There's a chest in this first area containing an Athlete Belt, and you can also fish in the lake for a Rainbow Jewel.

There are three exits in this area. The lower one leads back out to Longhorn Coast, and the path leading up splits into two. The path further up is blocked by a wall that is too high to pass, so turn to the one that has a tree blockage. At this point, you should have at least 12 people to clear it, so call Little Paro for an assist request. Beyond you'll find a campsite as well as meet a new castaway - Miralda, who will join the village.

Miralda's Kitchen

When you return to the village and talk to Miralda, she will open up a refreshing Juice Shop in her kitchen for you. Juice can be used to restore HP, and is made with ingredients right from the farm. However, it does require a lot of ingredients, so you'll need to harvest often.

Return to Gendarme

Treasure
Rainbow Pigment
Tectite Ore x2
Ripe Mangoh

Now is the time to continue the exploration of Gendarme. Return to the now Avolodragil-free chamber where you met Ricotta and make your way towards the exit. Before you leave, take a look towards the left of the exit where you will find a cute creature that looks just somewhat out of place in this world - **Mishy**. Similar to the Shoebill, you can give Mishy various food items. If he likes the dish, you will get a reward. Try sharing your food!

Back out into the mountain air, there will be a narrow ledge to cross. Be careful, because you can fall off of this one. Climbing higher, there will be an Ancient Species hanging out near an ivy wall. You can defeat it, and also grab the treasure chest containing a **Rainbow Pigment** before climbing the wall. Rainbow Pigment is a gift item which you can give to Austin to raise approval.

At the top of the wall, there's another chest containing Tectite Ore x2. Continue the climb upward, and carefully cross a ledge under some more falling rocks. Another series of ivy walls awaits, as well as one more chest containing a Ripe Mangoh.

Continue climbing, and you'll encounter another Ancient Species near some stone steps. Keep on the winding path, using the ivy to cross the gaps when necessary, until you reach a Crystal near the summit. As soon as you move beyond the Crystal, a winged Ancient Species will descend from the sky to defend his summit!

Boss Fight: Giasburn

<Ruler of the Ancient Sky> Giasburn

Giasburn is without a doubt the most ferocious enemy thus far, and he's really almost too magnificent to kill. But there's really not much choice. Giasburn's got a lot of attacks under his wing, from hurling fireballs, swooping in from the sky, or just viciously trying to peck you.

At times, he will kindly place a claw on the ledge where you're confined too. This is probably meant to smash you, but it is so slow it's easily avoided. These times are the best opportunity to attack, so get as many hits in on the claw as you can. Be careful because eventually will try to swipe at you with his claw. Any ranged abilities are also of help here, since most of the time he will be flying around or looking down at you on the ledge while you uselessly try to reach him. Get your attacks in while you can, then roll around trying to evade the fireballs as muc as possible.

Following the defeat of Giasburn, you can now surpass the summit of Gendarme. Before you lies an astonishing sight.

Return to Distant Roar Shore

Treasure
Revive Medicine
Stone Glove

As amazing as it might be to go and explore the north side of the island right away, you may want to take care of a few of the new quests that popped up on the Bulletin Board first. One such quest, Ricotta's **A Gift for Master** takes you back to the Distant Roar Shore and an optional boss.

The massive blockage on Distant Roar Shore requires 14 people to clear, which at this point you should have more than enough. Once you clear the blockage, follow the path past the Pude and Gremoard enemies to arrive at a fork. First take the right fork to claim Revive Medicine from a chest, then follow the other path leading up to reach an outcropping lush with foliage and fall trees.

Boss Fight: Master Kong

Beyond on another outcropping, Ricotta's Master will be visible. Leap across the gap and approach him. Once you give him a Ripe Mangoh, he will initiate training with Ricotta, and she will face him in single combat.

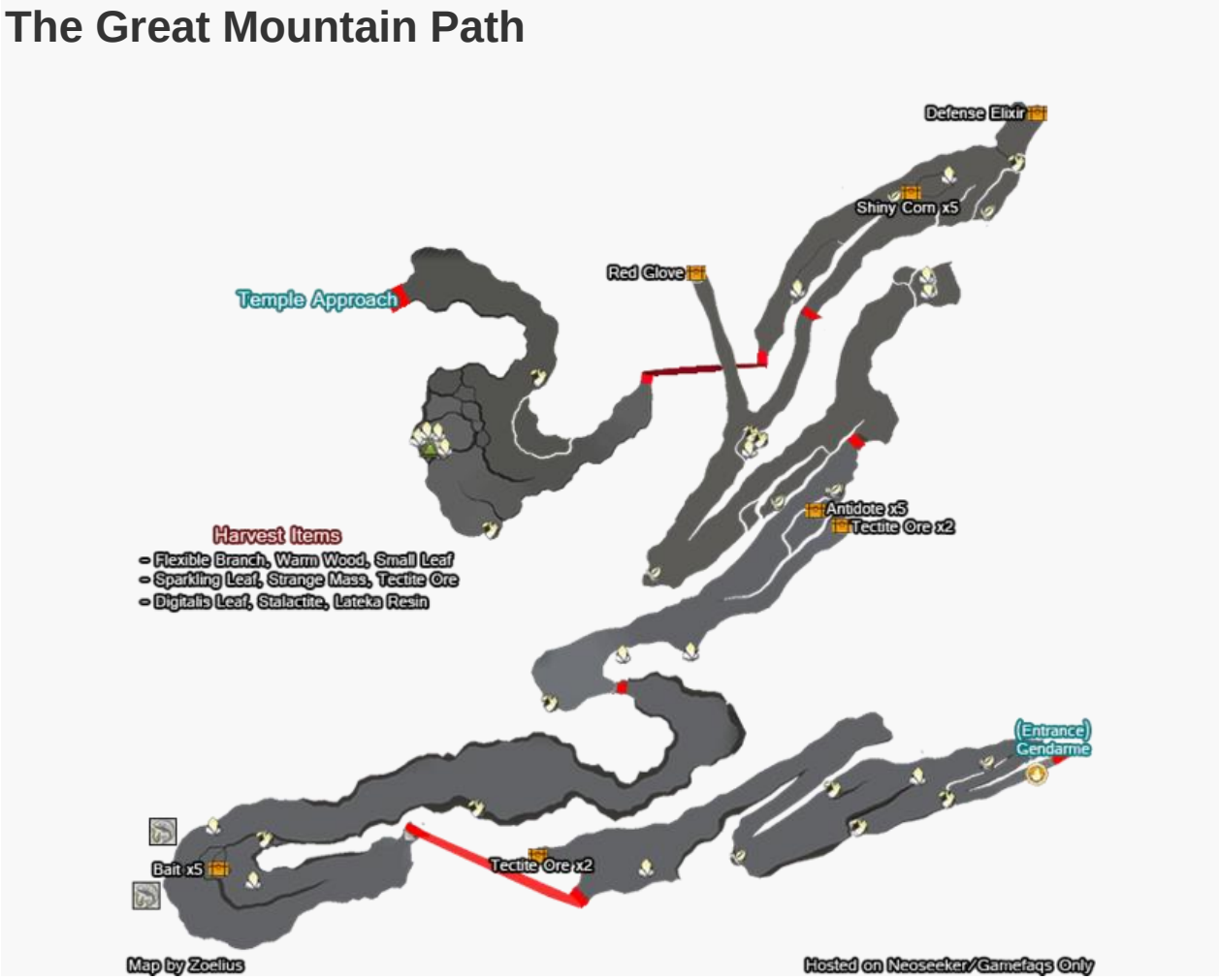
<Solitary "Way" Seeker> Master Kong

Master Kong excels at close combat, both using his fists of fury and his feet to kick out and deal damage to the small Ricotta. Either keep your distance and sneak in for quick attacks, or try your best with Flash Guards and Flash Moves to take down this giant.

Upon successful defeat of her Master, Ricotta will also learn a new skill: Spiral Dive.

If you approach the giant tree underneath which you fought, you will also discover a new special location - the magnificent tree is known as the **Parasequoia**. Underneath the Parasequoia also lies a chest containing a Stone Glove.This should complete your exploration of Distant Roar Shore.

The Great Mountain Path



Treasure
Tectite Ore x2
Bait x5
Tectite Ore x2
Antidote x5
Red Glove
Shiny Corn x5
Defense Elixer

To reach the ruins on the northern side of the island, you will first have to traverse the Great Mountain Path. Hummel will inexplicably show up with no explanation as to what he's been up to, but he will join you all the same.

Along the winding path, you will meet some new primitive enemies, which shouldn't pose too much threat to you. The path eventually continues into a tunnel, but you can first stop to grab a treasure chest containing two Tectite Ores before proceeding.

In the tunnel, you'll find a much more threatening enemy in the form of a rocky mole known as the Galvao. Its tough hide makes it tough to do much damage, but if you succeed in breaking it, the rocky hide will fall off leaving a much more vulnerable naked mole underneath.

There's also a chest containing Bait x5 in this area which you can reach by following along the upper area and dropping down onto a small outcropping. Continue through the tunnel until you reach an exit leading back outside.

Once back outside, stick to the upper ledge at first to find another chest containing Tectite Ore x2. Drop directly down to the next ledge to grab Antidote x5 from a chest.

Continue your descent of the mountain as the path wraps around itself and leading downward. Coming up on the left, you'll see a long outcropping at the end of which lies a chest containing a Red Glove.

Exit into the next area where the final two treasure chests on this path away. One is out of reach for now, since it lies across a large gap. The other one you can open to collect Shiny Corn x5.

Note: Treasure

Once you have gained the ability to double jump, return to this area to claim Defense Elixer!

Continue down the path into another tunnel. This tunnel is home to a fierce Gigan Tyran, so watch out for it. Near the giant Ancient Species also lies a new special location - the **Rainbow Veins**. Be sure to stop by before following the tunnel to the exit.

Back outside, you'll get a view of the lost world at the Temple Approach. A bit further on, there is a site to set up camp, where Adol will "dream" again...

Dana: Presentation, Reunion, and...

As the group goes to rest at the campsite, we will transition back to Dana's timeline. Dana is preparing to have an audience with the next queen of Eternia. Before that, however, you have the opportunity to explore around the town of Aegias and talk to some of the people there.

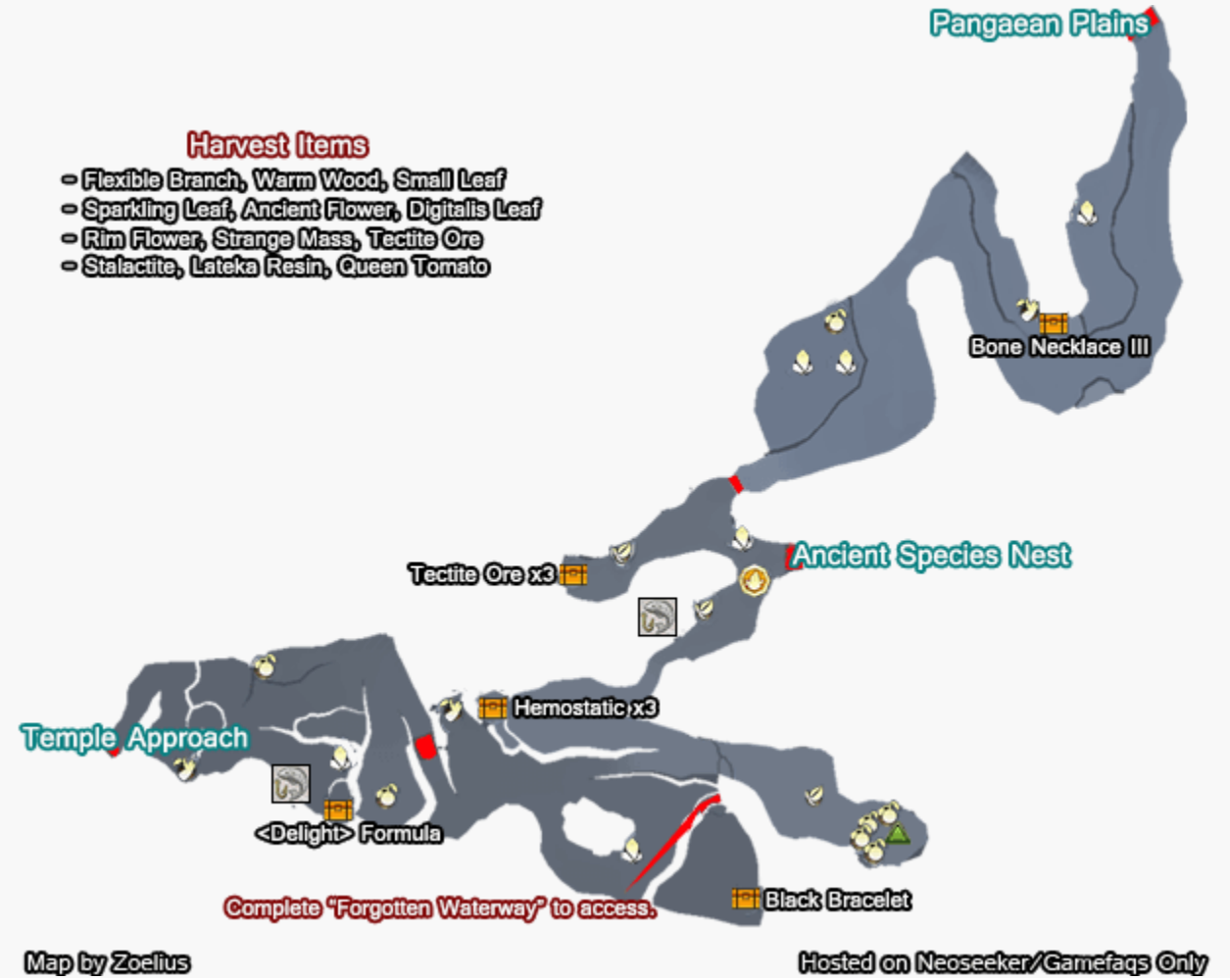
There are three checkpoints here to hit before proceeding into the palace. As you explore, you'll want to talk to Administrator Darius, the twins Mia and Sia, and your friend Rastell. After you talk to everyone, you can proceed past Rastell to the Aerial Corridor leading to the Eternia Palace. Things really look familiar here.

Meet Dran at the palace entrance, and he'll let you in to meet the queen. And the new queen turns out to be none other than...

Temple Approach

After this brief vision, Adol and crew will be ready to explore again. Exit the campsite and continue along Temple Approach. You can check the door on the left as soon as you exit camp, but it's not budging. Continue down the lower path instead, where you can get a glimpse of the town as you pass. You're not quite there yet though - the path opens out into an exit leading into the Titisu Primeval Forest, which you'll have to get through first.

Titisu Primeval Forest



Treasure
Hemostatic x3
Tectite Ore x3
Bone Necklace III

Black Bracelet

<Delight> Formula

The Titisu Primeval Forest is home to a couple threatening enemies; the paralytic Vivine and the vicious Hulaleoanton. Tread through this forest with caution.

There's a treasure chest across a small pool of water in this first area, but it is too high to reach at the moment. Instead, climb up the hill for the exit into the next area.

Note: Treasure

Once you have gained the ability to double jump, return to this area to claim <Delight> Formula!

In the next area, follow the steep path leading directly up. There will be some little steps at the top of the path which you can hop over to find a new special location - the **Unicalamites**.

Note: Eternian Quest - Forgotten Waterway

In Dana's era, you'll have the opportunity to restore a waterway at some point. When this happens, a waterfall will be restored next to the Unicalamites, which will push the chest you see in the water to the ground below - which will now be a pond as well. You will be able to return to this point with Adol to collect a Black Bracelet from the chest!

Then go back and around to find some very suspicious bushes. The group prepares for an attack, and out of the bushes pops out a very ferocious... and minuscule... blue Ancient Species. Ricotta finds it adorable and immediately chases after it to catch it. More of the tiny creatures pop out of the bushes, and in the meantime, Ricotta has disappeared. Before pursuing after her though, first drop down behind the suspicious bush to collect a treasure chest containing Hemostatic x3.

Follow in the direction Ricotta ran off and you'll discover a Crystal near a large entrance. This entrance leads off into a **Ancient Species Nest**, where you'll find poor Ricotta left for some beast's supper.

Walk up to her, and the previously cute Pla Celsys will appear accompanied by the larger Sergioscios. Looks like you won't be keeping these as pets anytime soon...

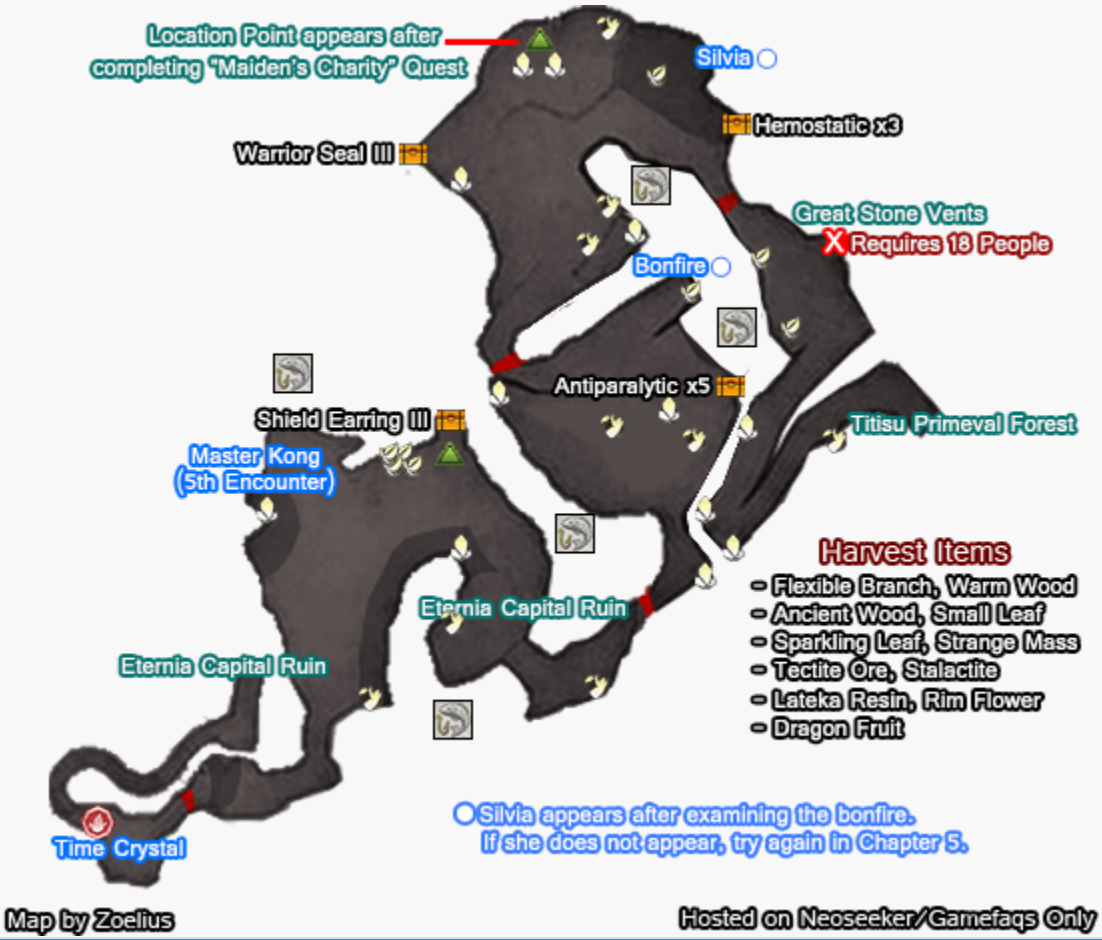
Defeat them all, and a much larger Ancient Species will show up - this time allowing you to get out of there. Free of the lair and with Ricotta back, you can now continue exploration of the forest. If for some reason you should feel like returning to the nest, perhaps for some fishing, you'll find it free of Ancient Species.

Right outside the nest, you can check behind a rock guarded by a Vivine and Hulaleoanton to find a chest containing Tectite Ore x3.

In the next area, you will find more of the Pla Celsys all over the place. As you follow the path and defeat these tiny creatures, you can pick up another chest containing a Bone Necklace III.

The forest exit is now in sight. Once you leave you'll find yourself in a rather tranquil plain area.

Pangaean Plains



Treasure
Hemostatic x3
Warrior Seal III
Antiparalytic x5
Blood Fang
Shield Earring III

As your team enters the Pangaean Plains, immediately a giant Ancient Species will rise out of the waters to face you. The group braces themselves for an attack, but luckily the gentle beast is an herbivore and only wants to get at some leaves, so you can proceed.

There is one thing of note in the entrance to Pangaean Plains; a fallen pillar before the mouth of a cave, but this requires 18 people to fix, so you'll have to come back later.

The next area is a bit more perilous. Right away, you'll meet a new Ancient Species - the Guananodon. He is not too difficult to defeat, just be careful not to get hit as he is powerful. There is another Ancient Species - the Dogossecops, though he appears to be docile. It is a wonder how the Guananodon isn't trying to eat him.

Note: Docile Ancient Species

There are many gentle Ancient Species living on the Pangaean Plains. While they won't attack you, it's important to note that they *will* if they get mad, like if you attack them. Also, you do need to defeat them in order to register them in your bestiary. It may not be advisable to try to take on a Dyrodox at this stage though!

Nearby the Dogossecops, there is a chest containing Hemostatic x3. Further on, the plains are filled with Guananodon, so be careful. Off in the corner behind some rocks, there is a treasure chest you can grab to pick up a Warrior Seal III before pressing on.

In the next area, you'll find more docile Ancient Species, the Beodalen, eating grass by the pond. Don't get too comfortable around them though, because they can be angry at times. There's also a cook point nearby if you need it.

Be sure to check out the pond as well to find a treasure chest containing Antiparalytic x5 and the chance to fish up another **Rainbow Jewel**! You can walk into the water to get it. The Ancient Species won't mind.

Continue on past Guananodons who are more exited to make you a snack than the plentiful Dogossecops and Beodalens. Eventually you'll stumble upon the giant Dyrodox himself, nearby a special location, the **Great Grand Tree**. There is one treasure chest behind it containing a Shield Earring III.

At the end of the path, you'll find a safe place overlooking the ruins and the group will set up camp. This time, Adol has no dreams, but when he awakes, a sound resonates from the Crystal nearby. Upon examining it, we will go back to Dana's Timeline.

Dana: Red-Haired Swordsman

Eternian Quests
Forgotten Waterway
Rescue Fairy Genya

This time it is Dana who had the dream about Adol. It's important to go to the same place she saw him in the dream... Set off for the northern end of the temple where you will meet the mentor Urugunata. After a cutscene, head through the door and into the Temple Gate, where many will be worshiping. Take the stairs to find the door leading outside.

As soon as you get outside, you'll run into Dran and Rastell. After talking to them for a bit, guide Dana out the eastern gate which was locked to Adol's party but of course is open in this time.

Titisu Approach

Dana's goal is to make her way to the same location as Adol was where we last left him. You'll be heading along the same path Adol took, but the areas and enemies are different. On Titisu Approach, you'll run into the scorpion-like Zaspionis and the Skelps, which are basically just a weirdly long leaf.

There's even an Ancient Species further on. This Glason is similar to the Dogossecops and is an herbivore.

Beyond him, there is a hill that Dana can climb which will take her to a broken waterway. Upon examining it, Dana will get a brief vision of Adol's company. Dana's pretty powerful, and she can use her Energy to fix the waterway to complete the Eternia Quest **Forgotten Waterway**.

Note: Eternian Quests

Next time you're with Adol's company, if you take a look at the map, you'll notice some Crystal/Camp icons may be red. These indicate special quests that Dana can complete in her timeline. A list of available quests will be displayed upon highlighting the icon. It's worthwhile to complete these, because they effect the world in Adol's era!

Treasure: Titisu Primeval Forest

After restoring the waterway, once you return to Adol's group, you can go back to Titisu Primeval Forest and collect a treasure previously unavailable to you near the Unicalamites - a Black Bracelet!

Toile Road

After fixing the waterway, you can exit to Toile Road. Immediately, Dana will hear a faint voice calling for help. You'll notice a blue light to the left which is an **Energy Distortion**. Drop down from the road and check it out.

Dana will use her energy to rescue a ball of green light, which turns out to be a Wind Fairy named Genya. As a gift for rescuing him, Genya will grant Dana with Energy Fragment x20, HP +300, and increased Virtue.

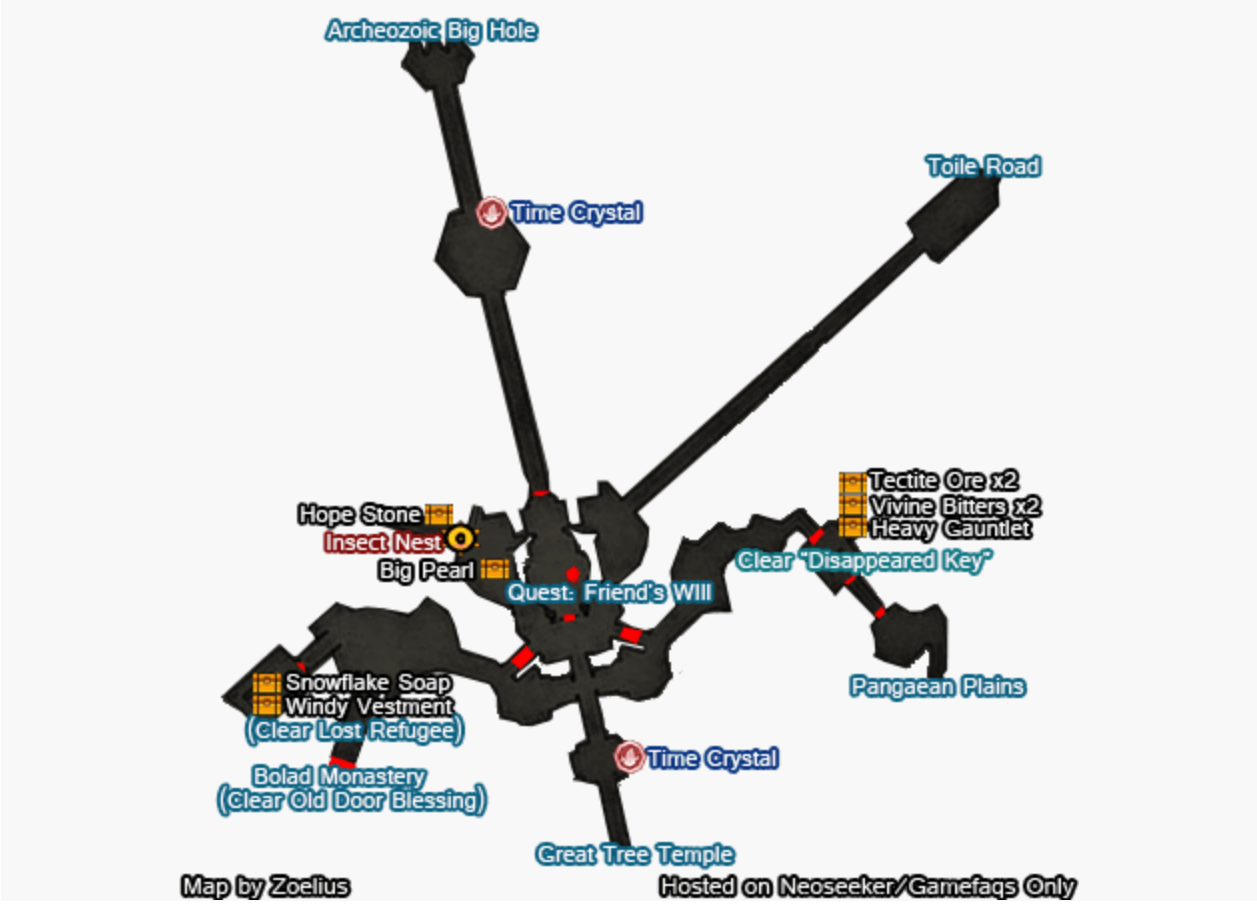
Fairy Rescue

Keep an eye out for more energy distortions so Dana can rescue the fairies. She will receive more blessings from the fairies she rescues!

After rescuing the fairy, take the exit near the two peddlers to bring Dana within sights of the Capital. Follow the path to the checkpoint on the map to arrive at the same Crystal where Adol's company waits. Here Olga will catch up and Dana will plant a small prayer tree to guide Adol. At this point the game transitions back to Adol.

When Adol awakes, the group is astonished to see that a giant tree has grown right before their eyes, creating a path into the ruins.

Eternia Capital Ruins



Treasure
Snowflake Soap
Big Pearl
Hope Stone
Vivine Bitters x2
Tectite Ore x2
Heavy Gauntlet
Windy Vestment

Once you arrive in the ruins, head inside through the first door. In this room, there is a locked door behind which lie three treasure chests, unfortunately inaccessible for now.

Treasure - Guard Shack

In Dana's era, you can complete the **Eternian Quest** Disappeared Key to unlock the door to the storage. Adol and crew can open the three chests in there to pick up Vivine Bitters x2, Tectite Ore x2, and a Heavy Gauntlet!

As you progress through the city, the group will catch a glimpse of someone heading off through an archway. What good timing that Adol's company arrived in the city at this time.Follow him, of course!

As you pursue him, he will definitely notice you and actually seem to run away. You'll see him run into a building, so naturally, follow him inside.

You may have explored this house when you were with Dana in the city. It is quite in shambles now. The residents left behind two treasure chests in the lower room. Search the one further in to find a **Snowflake Soap** gift item. The one nearer to the door is locked tight, though. It is not looking so good for treasure in this town.

Treasure - Smithy's House

Once you've completed the Eternian Quest **Lost Refugee**, Adol will be able to open the locked chest to obtain a **Windy Vestment** Adventure Gear, which will allow you to heal more HP while standing in the field.

Continue your pursuit upstairs, but instead of the mysterious man, some Ratneys will suddenly drop down from the ceiling upon you. Dispatch them, and head back outside, where you'll find your charge casually leaning against the wall. As soon as he sees you, he'll calmly walk away, so follow him up the stairs he exited on.

You'll arrive at the steps of the Tower Hall. You'll notice a Kunos blocking one of the paths, which you can destroy to find a treasure chest containing a Big Pearl, and another chest containing a Hope Stone on the collapsed bridge. You can check out the other side of the tower to complete more exploration on your map, but there is nothing over there.

Across from the Tower Hall entrance there is a bridge leading to a Crystal. Feel free to check that out, then enter the tower itself.

The inside of the temple has grown quite mossy and overgrown with foliage, but it is still magnificent. Travel around the giant edifice to get another glimpse of the man just exiting through the back door. The group humorously continues to refer to him as an "it" and a "thing", even though it is quite clear that he is a man by now...

Anyway, follow him through the door, but of course when you exit there is no trace of him. Head down the bridge where you'll pass another Crystal.

The bridge cuts off, and it looks like a dead end. But the mysterious man has some tricks up his sleeve, sneaking up on the group. It turns out he is none other than Thanatos Beldine, Ricotta's father!

What's more surprising, is that Thanatos is the recipient of Hummel's delivery job. He delivers a giant suitcase (where was he keeping it?) to Thanatos which contain.. his favorite pickles. Least importantly, the **Ship Blueprint** which he happily bestows upon Adol.

Thanatos mentions the Great Tree Temple which the group is keen to explore, but before you do that, you may want to return to Pangaean Plains for a potential new Castaway.

Pangaean Plains: Silvia

First stop in Pangaean Plains is the cook site near the pond. It seems to be recently used, so look around the plains in search of who left it.

Head to the northern point in the previous area to find a small silver-haired lady. This elderly lady proves to be a tough warrior however, when a beast suddenly attacks - her prowess is definitely more impressive than Austins, even more than your own band of warriors. Her name is Silvia and she happily joins your village.

Dana: Guidance Tree

Eternian Quests
Twin's Hide-and-Seek
Disappeared Key
Rescue Fairy Amy

As soon as Adol touches the Crystal in the capital ruins, we are warped back to Dana's era. Dana wants to help Adol enter the Great Tree Temple by planting another tree, so off we go!

Enter the city through the same path Adol's company took via the Prayer Tree. First head to the west district to find a man overlooking the water near the monastery. Talk to him to find out that he dropped his key. Dana will use her great Energy to help him retrieve the guard's warehouse key, and the Eternian Quest **Disappeared Key** will be completed! Dana's Virtue will increase, and the east district's guard house will now be open - meaning that Adol can collect the treasure chests later! I guess they didn't want to risk losing the key again and decided never to lock it back up.

Treasure: Guard Shack

Once you complete the Disappeared Key quest, Adol and crew can open the three chests in there to pick up Vivine Bitters x2, Tectite Ore x2, and a Heavy Gauntlet!

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When you get to the center of the city, you'll run into one of the twins, Sia, who is very concerned over a hide-and-seek game that has gone awry. Dana will agree to help find the two hiding children and the quest **Twin's Hide-and-Seek** will be activated.

Head through the Tower Hall and to the fountain across the bridge to find Mia's hiding spot. Head back to the Tower Hall in search of the other girl.

As soon as you enter the tower, you'll notice one of the statues is lit with Energy. Examine it, and then have Dana light the three other statues with Energy. A hidden stairway will be revealed. Descend to have Dana enter the first dungeon for her timeline - **Sanctuary - Hall of Light**.

Sanctuary - Hall of Light

Treasure
Medicine
Energy Fragment x50
Timeless Ring

The Sanctuary of Light is guarded by mechanical soldiers called Angatakas. They are no great threat, but keep an eye out for them patrolling. Dana can use the Crystals here to warp just like Adol can in his era.

To proceed, find the fire beacon on the right and slash the fire out with your crescent swords to cause the door to open.

The next room contains a bowl of fire from which two fire birds will arise like phoenixes. They'll light the beacons on the upper level of the room. You'll have to defeat both birds and extinguish the beacon to unlock the way forward. Be quick and use your dash to get to both beacons before the birds re-light them. Once you've extinguished both, the birds will stop re-spawning.

In the next room, you'll hear a voice desperately crying for help. First stop and grab a treasure chest containing Medicine, and in the next area a chest with Energy Fragment x50.

Climb the stairs where you'll find a Gresbylon waiting for you. He shoots fire and wields crescent swords like Dana, but luckily she is a better blade master. After defeating him, you can examine the Energy Distortion to rescue the Possession Fairy Amy. She will reward you with a **Full Medicine**. Dana's Virtue will increase again. What's more, you'll have access to the fairy's shop, which sells medicine, armor, and accessories, so you have a use for all those Energy Fragments you've been picking up.

In another room with a giant fire basin, there will be three beacons for you to extinguish this time. They are slightly easier to manage since they are grouped closer together. Once you extinguish them, a door on the side will open up.

Go through a hall of Angatakas and into the next room. The doorway directly across from where you entered has a hallway encumbered with a powerful gust of wind, so you are unable to travel that way for now. Instead, go through the door next to the Crystal and the fairy Amy. You may want to take this opportunity to stock up on some healing items if you haven't yet. Beyond, the sanctuary's guardian awaits.

Boss Fight: Grazios

<Awakened Blue-Armored Dragon> Grazios

The toughest part about this battle is probably just getting in close for a hit. Grazios is a swift and agile opponent leaving small room for repeated slashes. He is able to unleash a slash of energy at you as well as blow a horseshoe of fireballs at you. When this happens, use Dana's double jump to leap up and avoid the flames.

Your best chance of hitting him are those momentary pauses when he unleashes the energy at you, or simply when he charges at you. You can sidestep these charges pretty easily and get a few slashes at him while his back is turned.

Upon defeating Grazios, a treasure box will drop containing a Timeless Ring. Head to the back to come across an ancient monolith. Upon examining it, Dana will receive some of Eternia's ancient history, after which, the pink-haired girl you've been searching for will reveal herself.

Io seems a bit mischievous, and, appealing to Dana's inquisitive side, convinces her to check out the door behind the monolith. Rather anticlimactically, the door won't budge.

Note: Virtue

Upon the door's inscription, it mentions that it will open for those who have Virtue, hinting at the Virtue points Dana has been earning... Have Dana earn more Virtue by completing Eternia Quests and rescuing fairies to open doors such as this.

Head back to the surface with Io to find the twins waiting for you. Mia has learned her lesson and will give you **Rim Flower x3** as a gift! The quest **Twin's Hide-and-Seek** will finally be complete, and Dana's Virtue will increase.

Now is finally the time to find the Crystal near the Great Tree Temple. Go there, and examine the Crystal to have Dana plant a Prayer Tree. Adol will then awaken... before his eyes a tree will have wrapped around the bridge to prevent its collapse.

Note: Dana's Timeline

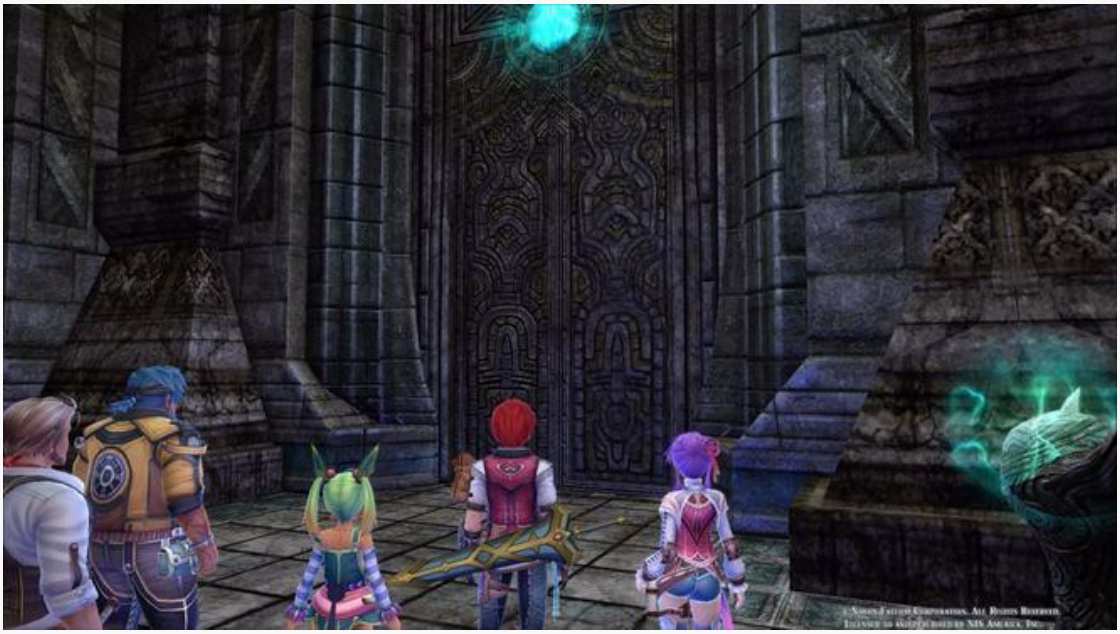
The connection between Dana and Adol is now strong enough that their conscience will be shared, and you can warp back to Dana's era at any time by selecting Camp/Crystal icons on the map marked in red. This way you can go back if you need to complete a quest!

Finally, Adol and company can cross the bridge to enter the Great Tree Temple.

Great Tree Temple

After crossing the bridge, you'll now be back at the Temple Approach. Continue through the indoor section. Outside, there will be another Crystal on the bridge leading to the temple itself.

Inside the temple, you will immediately be attacked by some of the cute Ratney enemies. Defeat them just as you did before. The temple is quite in ruins, and many areas are blocked off here. The only way to proceed is around the hall to the right.



At the end of the hall, you'll discover a device similar to the lights Dana lit with Energy in the Tower. Examine it to light it up and cause the door next to it to open.

Head through the door into a seemingly dead end. You'll notice a small hole in the wall which you can squeeze through into another room. I'm not sure how Sahad's bulk was able to fit through it, though. The room you find yourself in may look familiar...

Exit Dana's room to come across a stairwell. The room to the left of the stairwell contains a Crystal. You can't open the door though, so head up the stairs where you'll encounter another rat enemy, this time a giant one called the Ratney Latter. Basically, a fat Ratney wielding a club that's almost as big as it. Before the library, there is an Energy Light, so examine it to light it up. Once of the orbs will start glowing on the door near the Crystal below.

Continue on into the library room. There is a lever near the closed door, which you can pull to create a shortcut to the temple entrance. Then continue through the door leading down to the Energy Light, and climb up the stairs in the next room to light the other Energy Light.

With both orbs on the door now glowing, the door will open up. Head down to the Crystal room and proceed through the door. A similar mechanical guard to Grazios will be waiting, so prepare for a fight!

Boss Fight: Brachion

<Guard of the Sanctuary> Brachion

Brachion is a slower, yet in some ways more formidable opponent than Grazios. He has many of the same types of moves as Grazios and then some. Like Grazios, he can send shockwaves across the floor, but instead of one, he sends multiple zigzagging ones. His fireballs aren't as threatening, but he makes up for it with wind and vicious spin attacks.

The lucky thing is that he is much more approachable than Grazios due to his slower speed. Just get in there and hack away at him, avoiding his multitudes of special attacks as you can.

As soon as you defeat Brachion, head into the Great Tree Garden, where you will find the maiden Dana in a slumber... Just as Adol wakes her, Paro shows up with a message that Castaway Village is under attack. Everyone decides to head back to the village, taking Dana with them.

Dragon March

When you return to Castaway Village with Dana, you'll need to prepare to participate in a mandatory raid, the **Dragon March**. Dana will be left to rest as the village faces waves of Ancient Species.

Eventually though, Dana herself will awaken and join the fray just as the Ancient Species look to be too much to handle. You'll have the option to put her in your team for the remaining waves.

At the end of the raid, you will be rewarded with a **Fuel Stone** so you can further synthesize your weapons!

With Dana on your side, the team makes plans to collect materials for ship building, as well as visit the Baha Tower near Eternia Capital Ruins to learn how to deal with the threat of **Okeanos**, the Ancient Species that will prevent any escape by ship.

Alison on Bedrest

Before heading to the tower, check out the Bulletin Board for some new quests. You should also talk to Alison too, who isn't feeling well, as usual. Speaking with her initiates a cutscene where the village finally learns the cause of her being under the weather - Alison is pregnant and very close to giving birth. She will be placed on bedrest until the baby is born. In the meantime, you can check the tailor's desk for items she laid out in preparation for her absence.

When you're ready, head to the Captial Ruins to search for the Baha Tower.

Toile Road

Treasure
Shiny Corn Seed
Tectite Ore x5

As soon as you get to the Capital, Dana will first request to look at something. Go with her to the fountain where you met Thanatos. If you haven't noticed it before, you should notice now that something is missing...

Next head to the bridge on the northeast side of the city. There's a door here that is sealed, but Dana is able to open it easily with her Energy. Exit to find yourself on a now much changed Toile Road.

Make your way through the first area of Toile Road, where you'll just encounter Zondopida and the Horndaghs, the latter of which looks like a livestock but for its impressive set of horns.

Pressing onward, in the next area you'll arrive at a cliff where you can get an even better look at the giant hole in the ocean - the Archeozoic Big Hole. The pressure is too much for Dana, so move on.

At the top of the hill you can collect a Shiny Corn Seed from a chest. Take it to Reja later for planting.

In the next area, follow the hill around and jump up to collect Tectite Ore x5 from a chest.

Kashu in Trouble

Nearby the treasure chest, there is an ivy wall which two pterosaur Ancient Species are staring at intently. Suddenly, a voice can be heard from above. You will have to defeat the two Palekahns to rescue the person trapped on the cliff. Once you defeat them, climb up for a surprise - it's your old sailor buddy Kashu! He will be invaluable when building the ship.

Once Kashu departs, exit Toile Road to arrive at the foot of the tower. A strange red crystal-like boulder engulfs it, blocking passage. At the Crystal, Dana will lend her powers so that everyone may look into the past, while we rejoin Dana in her era.

Dana: A Romping Maiden's Day

Eternian Quests
Hunt Dragon Species 1
Rescue Fairy Wagmur
Maiden's Charity
Hall of Light - Open Innermost Door
Rescue Whispering Fairy Lindell

Back in Dana's era, Dana will want to go to Baha Tower so she can help Adol and his friends. After a few cutscenes, you'll be able to make your way to the northeast bridge. At the bridge's entrance, you'll run into Rastell, who has been made into a guard now. After talking to him, head along the bridge into Toile Road, where you'll notice some slight commotion going on.

Apparently there is a Dragon Species on the loose, so all roads have been closed. Dana will have to help out before she can go to the Baha Tower. Take the exit on the left and travel a little ways to find the presence Dana sensed - an Energy Distortion. Interact with it to release a new fairy - Wagmur, the Forest Fairy.

As soon as the Fairy finishes his story, a giant Ancient Species, the Jagan Tyran appears! Dana will have to fight it... somehow. After a few moments of not making a dent in it, Wagmur will lend Dana his power and she will obtain the style **Gratika**.

Note: Dana's Battle Styles

Once granted power from certain fairies, Dana will obtain the ability to change her "style" allowing her to gain the upper hand in different situations. Simply press □ to change styles!

In Gratika style, Dana will be able to defeat the Jagan Tyran easily. After the battle, Dana's Virtue will also raise. At this point, a new area in the Sanctuary should be open to you. You'll need to head to the Sanctuary to complete two quests before planting a Prayer Tree for Adol.

Sanctuary - Hall of Stone

Treasure
Medicine
Full Medicine
Natural Crown

Feel free to make a detour to the Sanctuary to explore a new area - the Hall of Stone. You can get to it through the door where you met Io.

In the Hall of Stone, you will need to use Dana's Gratika style to smash up some of the blocks barring your way. Not all of them are breakable, but Dana can easily jump over the steel ones once the more flimsy ones have been destroyed.

In this first room, there are two levers on either side of the room, and you'll need to make your way up the blocks to pull them.

You may recognize the Gresbylons in this area, but the bulky Imisdute is new. He will be most vulnerable when you fight him in Dana's Gratika style. The Gresbylons on the other hand, are weak to her Icarusian style.

Once you've pulled both levers, two orbs on the door at the top of the room will glow and the door will swing open, allowing access to the next room.

In the next room, first destroy the breakable boxes, behind which you will find a monolith. You can examine it and select "Charge Energy" to restore the boxes you broke now, created a staircase for Dana to jump up to the metal boxes. Don't forget to pick up a Medicine from the chest before moving on.

The next room provides a bigger puzzle, but luckily there is a monolith there for you to reset if you mess up. First start by destroying the box right in front of you. The metal box will fall revealing another box. Destroy this one as well.

Also take the time to jump up and destroy the box on the left side of the box structure.

After destroying the box on the left side, head around to the right and destroy all three boxes. Hop up, break the next box, but leave the box that forms a staircase to the top.

Once at the top, you'll see the top of a door directly ahead, and another breakable box on the left side of the structure. First break this box and hop through over to the platform on the left side, which leads into an area full of glowing blue boxes.

The blue boxes have some sort of Energy in them that will prevent them from falling if you break a box underneath them. The goal here is to simply destroy every breakable box in sight so that you can make it to the top. First break the ones in the front, then weave your way through to the back where you can break more boxes.

Hop over to the left side. You should see breakable boxes in between the metal ones. You can destroy them by jumping and slashing as you fall. Destroy the two boxes in this way, and finally there will be a gap just low enough for you to jump to. Jump across to land on top of the metal box and head into the next room.

All that's there to reward you for your efforts is a chest containing a full medicine and an Imisdute. Return to the previous room and you can hop across the ledge on the wall to go through the other door.

Here you'll find a Crystal so you know what that means! Prepare for a boss fight!

Boss Fight: Nebritia

<Reckless Jade Hammer> Nebritia

Nebritia is a Hammer Wielder as the name implies, and boy does he make use of it. Whether he's recklessly waving it around trying to smash you, or just simply sending gusts of wind out of it, it's a dangerous tool. Not only that, he has his own brand of energy that he can shoot at you, and he also has an earth power which causes blocks of earth to pierce you from below. It's best to double jump like crazy to avoid these.

Gratika style is the style for this battle, as it is most effective. The problem with Gratika is that the wooden club is big and unwieldy, making it difficult to take good aim at your opponent and avoid his attacks at the same time. But since this club is so powerful, it allows you to be a bit reckless too. Don't be afraid to get in close and make use of those skills - Spiel Round Steps can be particularly powerful. You may even stun Nebritia with the club a few times, and when that happens, do not lose the opportunity to let loose on him!

Following the fight, Nebritia will drop a chest that contains a Natural Crown. Make your way to the back room to get another history lesson, then you can also revist Hall of Light to explore some additional areas with Gratika.

Sanctuary - Hall of Light

Treasure
Energy Fragment x50
Dragon Bone Necklace
Natural Crown

In Hall of Light, return to the wind room, which is near where you fought Grazios. In Gratika form you are more bulky so you can now get through the wind.

Once you get to the fan, you can examine the monolith in front of it to turn it off, then collect Energy Fragment x50 from the chest.

Then make your way to through the hall which will put you out to an area that contains an Imisdute. In the room to the left, there are also some Angatakas surrounding a chest that contains a Dragon Bone Necklace.

Climb up the stairs and enter the next room. Here there are four beacons to extinguish. Probably the easiest way to do this is to extinguish one on the top, and wait for the birds to come relight it, defeating them one by one. Once they've all been sent back to the fire, drop down and quickly extinguish them before they can be re-lit.

Head through the newly opened door and go past the Gresbylons and Angatakas to find an Energy Distortion up ahead. Release it to meet a new fairy - Lindell, the Whispering Fairy! For rescuing her, Lindell will grant you her power, and Dan's strength will be increased by 20.

On your way out you can take the back door in the fire basin room, where you'll find another beacon and a treasure chest that contains a Light Arm Guard. Extinguishing this flame opens a door leading back to the dungeon entrance, creating a shortcut. The two fairies Amy and Wagnur should be in the entrance, so you may want to speak with them.

Then exit the Sanctuary and head back to Toile Road to complete your mission.

Deer Rescue and Prayer Tree

Now that the Jagan Tyran has been defeated, you can take the right path on Toile Road. Here you'll have the opportunity to complete one more Eternian Quest, **Maiden's Charity**. Dana will find a wounded deer on one of the hills. If Dana has a Dragon Jackpot on hand, you can give it to the deer to heal it. There's a tree which bears one on the path where you fought Jagan Tyran if you need one. Upon giving the deer some food, the quest will be complete, and Dana's Virtue will increase.

Note: Special Location

Upon completing the **Maiden's Charity** quest, in Adol's era a new special location will be available to you in the Pangaean Plains - **Breath Fountain**. Looks like rescuing the deer bore some fruit!

After that, simply climb the hill near the tower to find a Crystal. Interact with it, and in Adol's era a new tree will have grown, allowing access to Baha Tower.

Baha Tower

Treasure
Defrost Medicine x5
Ancient Coin
Blade Ring III
Fenrir Charm
Tectite Ore x3
<Shake> Manual
Archaeopteryx Wing

Dragon Scale x2
Defrost Medicine x3
Full Potion
Hard Fiber x2
Rim Flower x2
Tectite Ore x3
Dragon Jackpot
Barbaric Bracelet

With Dana's Prayer Tree planted, the way into Baha Tower is now clear. Cross the tree and climb the two ivy walls to enter the tower itself.

The ~~Leaning Tower of Baha~~ Baha Tower is coursing with energy at its core. Its Uni Attaka enemies may appear similar to the golems Dana encountered in the Sanctuary, and they attack similarly as

well. At the foot of the spiral staircase however, there is a new enemy - the Xuivega which shoots freezing Energy at those who get within range. Simply destroy it to get rid of the problem.

Climb up the spiral staircase. On the next level, there are more stairs for you to climb; if you take the right staircase, you'll find a chest containing Defrost Medicine x5, which may prove helpful here.

Climb the center staircase to find another chest containing an **Ancient Coin** gift item. And on the opposite side, there is a third chest containing a Blade Ring III.

Take the main staircase to advance to the third level. Before making your way further up, there is a treasure chest in a small gap in the wall for you to collect, containing a Fenrir Charm. Then proceed to climb up the stairs, and collect another chest to receive Tectite Ore x3.

As you move on, you'll encounter a tougher golem - the Masquorde. It's bulky, but Sahad's power can overcome it. Climb the stairs past him, making your way around as you move up.

There's a platform nearby the row of Xuviega which has a treasure chest, but it is too high for you to jump to for the time being.

Coming up on the left, there will be a small lower area where you can collect **<Shake> Manual** from a chest. You can use it to teach Hummel the skill, "Quaker".

Once you reach the top, there's a door that will lead to a small outside corridor. Continue around the corridor to reach a doorway where a Crystal waits. Undoubtedly a boss lies in wait beyond!

Boss Fight: Exmaetal

<Energy-Powered Guardian Knight> Exmaetal

You may be beginning to sense a bit of a pattern here between the bosses Dana fights in the Sanctuary and the bosses fought in Adol's era. Like Nebritia, Exmaetal is a hammer-wielding foe. However, while his hammer attacks are similar, he has a few tricks of his own, from lasers and energy attacks, to a powerful gust of wind which will sweep up everything in its path.

It's not as okay to get up close to this guy as it was with Nebritia, due to his wind attack, but he is definitely easier to get a hit on. Just bring out the power attacks as much as you can, and you'll make short work of Exmaetal. Sahad and Ricotta do really well here.

Following the battle, you'll be able to open a chest to find an item you may recognize - the **Archaeopteryx Wing**. While it was known as Energy Equipment in Dana's era, it's treated like regular Adventure Gear here. Equip it, and you'll finally be able to reach those high places!

Even a tank like Sahad will now be able to jump high. To start with, you'll need the item equipped just to escape the room. You may then want to backtrack to the platform on the third level that you previously couldn't reach to find a treasure chest containing Dragon Scale x2.

Then return to the blockage nearby the Crystal room and double jump to find an ivy wall leading up to the fifth level.

Once you climb the stairs, you can double jump across a gap to collect Defrost Medicine x3 from a chest. Then jump back across and up some stone blocks to continue on.

Past the murals, first take the stairs on the left to find a treasure chest containing a Full Potion. Then return to the right and jump up onto the platform and across the gap to find a door leading out to another corridor. The corridor is a bit dangerous because there are two Masquordes in a tight space, but you can take 'em.

In the next room, there are some walls that are even too high for you to clear with your double jump. Go past the Masquorde on the left to find a strange device, which Dana will call an Authorization Device. Luckily she has clearance, and one of the walls will become a staircase!

Move up the stairs, then head left again to collect Hard Fiber x2 from a chest. Then move right, stopping to collect Rim Flower x2 from a chest before dropping down to activate another Authorization Device. Near the Authorization Device is also another chest containing Tectite Ore x3.

Up the new set of stairs and to the right, there is another chest containing a Dragon Jackpot, guarded by a gang of four Xuivegas. Just around the corner is a third Authorization Device to activate.

To the right of the next set of stairs lies a final treasure chest where you can pick up a Barbaric Bracelet. And to the left, is the final Authorization Device. Activate this, and move up the stairs to find a Crystal next to a lift. Hop on the lift and prepare for a fight ahead!

Boss Fight: Carvalos

<Great Academy Guardian> Carvalos

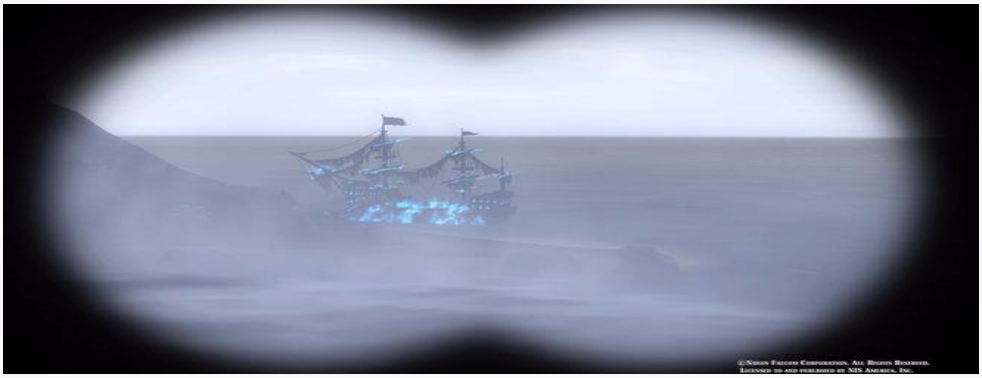
Carvalos is not actually a hard boss to fight despite everything going on with him. There's constantly pink balls of energy floating around and two floating dragon heads trying to bite you (you can't attack them), and his breath has the force to push you off the edge of the tower. But the main goal here is simple: hack away at the orb at his base, then hack away at the one in its mouth.

Attacking the orb at its base with disregard to your own HP is fine, because the faster you destroy it, the faster the dragon's head will collapse and you'll get the opportunity to do some massive damage unhindered by enemy attacks for a great length of time. It should only take a couple rounds of this to

defeat Carvalos. Avoiding the pink energy balls is tricky anyway, so might as well let them hit you. Just be careful not to get blown off the edge when the dragon unleashes its breath.

Following the fight, you can take the lift beyond up to the top layer of the tower. Within this room are three monoliths; only the one directly across from you is working, however. Examine it to receive information about Okeanos. Once the information is received, return to Castaway Village so that the group can make a plan.

Ghost Ships and Pregnancy Complications



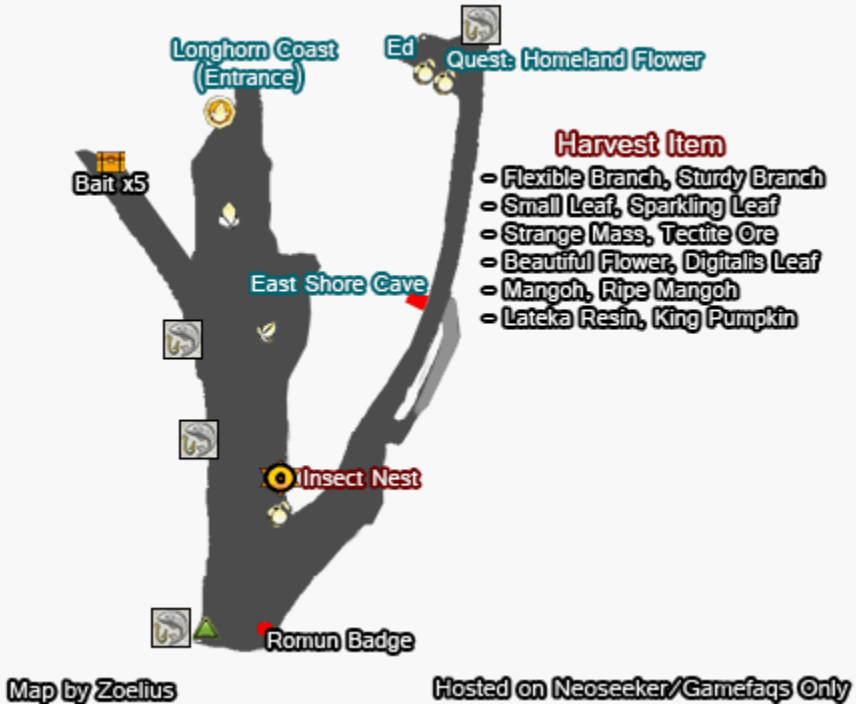
When you return from Baha Tower, you'll find the village shrouded in a thick fog. All thoughts of the information gained from Baha Tower evaporate as excitement (and fear in Sahad's mind) about ghost ships take over the villagers' minds. Plans are made to seek out the ghost ship.

However, those plans are also shifted aside for something that takes more precedence: Alison's pregnancy is not looking good and she's going into premature labor. First and foremost, you'll want to take care of the quest, **Homeland Flower** to help Alison.

Jumping Recap: Now that you're able to double-jump, when you get the chance, you can return to the following locations for treasure -

- White Sand Cape - Life Elixer
- Raised Coral Forest (Night) - Bullfrodon Mucus
- Great Mountain Path - Defense Elixer
- Titisu Primeval Forest - <Delight> Formula

Nostalgic Cape



Treasure
Bait x5

Head to the end of Longhorn Coast to the wall that was previously too high to jump to before. Now with double jump, you can clear it easily, and head into a new area: The Nostalgic Cape. Here you'll find more advanced versions of beach enemies you've been familiar with: The Mola Eel and the Purvusdora.

First, there's a branch just a little bit off the entrance which you can check out to find a chest containing Bait x5.

Then at the end of the beach, there is a new special location - the **Ship Graveyard**. In the water near the ship's wreckage, examine the glowing point to find a gift item in what looks to be the remains of a treasure chest: **Romun Badge**.

Nearby, there's also a Kunos containing the more fierce versions of Zanvespas - the Gelzanvespas. You can destroy it with an Insect Repellent if you like, but it's not blocking the way of anything.

At the end of the cape, there is some gravel blocking the way further. It requires 16 people to clear, which you have plenty enough. There's also a small branch next to the gravel leading to the East Shore Cave, which you can explore as well.

First though, remove the gravel blockage and head up the hill to find the Purple Bell Flowers and another surprise - a stranded castaway, who turns out to be none other than Ed, Alison's husband!

The group rushes back to the village with him just in time for Alison to deliver her baby... of course, as soon as that happens, the village is hit by another raid. Head outside to take care of the creatures in the interception: **Witty Assault**.

After completing the interception, before heading off in search of ghost ships, you may want to take care of Hummel's quest: **Egg Delivery**. Now that you have the ability to double-jump, you should be able to accomplish it.

Great Stone Vents

Treasure
Hermit's Remedy
Recipe - Fried Fish
Ripe Mangoh
Defense Elixer

Saint Ring

To access the Great Stone Vents, head to the fallen pillars in the Pangean Plains, which you should have enough people to do an assist request for. Once cleared, the way is now free to a small dungeon - the **Great Stone Vents**. The Vents are home to a weirdly flapping enemy, the Zaroz, and another enemy similar to those in the Raised Coral Forest, the Nidlers.

The first thing you may notice is the two ivy walls in this room, however before going up first head to the northeast end of the room. There's a chest there containing a Hermit's Remedy which you can jump across to get. Then climb either of the ivy walls; it doesn't matter which one.

Once you've reached the next level, you may notice a solitary pillar covered in vines. Leap across to grab hold of the vines and climb up to claim a **Recipe - Fried Fish** from the chest. Then you can drop directly below to collect a Ripe Mangoh from another chest.

Return to the point before you jumped onto the pillar, and continue climbing up until you see some vine ropes leading to a wood harvest point and a chest. To reach the chest, you'll have to do a bit of tricky jumping here. First, climb to the highest point across from the pillar with the harvest point. Here, you can perform a double jump followed by pressing **L**, which will give your jump an extra boost onto the pillar with the harvest point. Next, do the same thing from the harvest point pillar onto the treasure chest pillar; you can press **L** multiple times to extend your jump if need be. Once you make it, you can collect a Saint Ring from the chest.

Continue on to the top of the vents. Once you make it to the top, turn around and look down for a glimpse of another chest. You can jump to it from a ledge and grab a Defense Elixer from it.

Then make your way all the way to the top, where there will be a giant nest atop some ivy. Once you get to the nest, a great Wyvern will appear. Grateful to see her egg safely returned, she will award Hummel with a Life Elixer, and the quest will be complete.

East Shore Cave

Treasure
Tectite Shield

Ripe Mangoh
Blood Fang

Once you have helped Alison, you are now free to continue search for the ghost ship. You'll need to head through East Shore Cave off of the Nostalgic Cape to do so. The East Shore Cave shows signs of long ago inhabitants, and is crawling with some extremely weird enemies - the Guaibo and the formless Kedah Bommy.

Kedah Bommy excretes poisonous and paralyzing gases from the openings in its body and its outer layer of skin is extremely tough. There is an eye on the top of its body though. If you hit it when its open, you'll do a lot more damage.

As you follow the path downward, it will eventually split off into two branches. Take the branch on the left to find a new special location - the **Pirate's Storehouse**. There is also a chest in the storehouse containing a Tectite Shield.

Make your way down towards the water, and you'll be able to see that a ship is actually moored there. It does indeed look like a ghost ship. Continue across the docks to get closer.

As soon as you cross the docks, you'll be attacked by three monsters known as Guilcry, which are ship-sinking creatures. Defeat them and jump onto the ledge they came from. Off in another storage area, you'll find another chest containing a Ripe Mangoh.

Further on, you'll be able to get a much closer look at the ship, which is revealed to be named "Eleftheria". The ramp unfortunately doesn't lead all the way up to it, so look around to find another way to board.

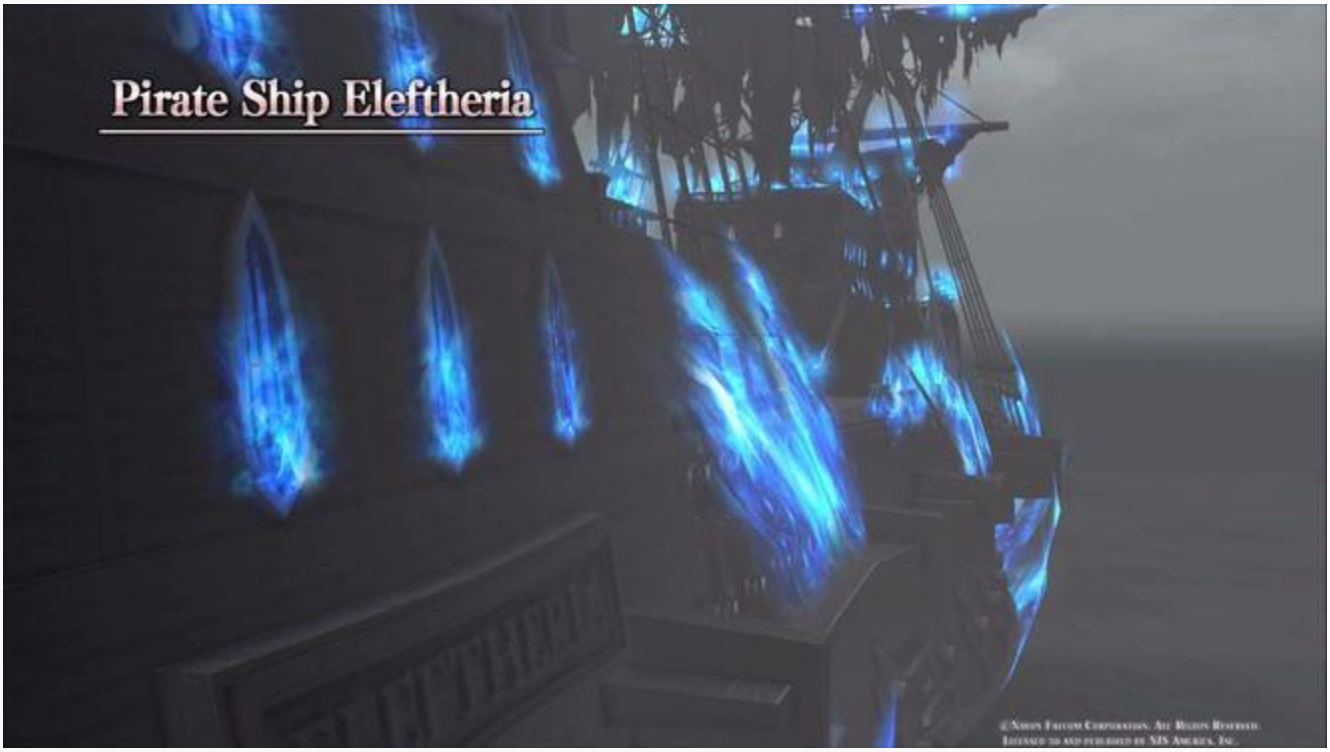
First check out the far side of the docks to get a glimpse of a fishing treasure in the water. You can climb onto the crates to fish for it if they keep "obstructing your view". Fish it up to obtain a **Rainbow Jewel**.

Then check the underneath of the ramp to find a chest containing a Voyage Journal 1, which is similar to T's Memo and the Pirate's Memos you've been finding. Upon reading it, as if by some magic (or ghostly force), a ramp will be lowered from the ship. You can now cross the ramp and board the Eleftheria... at your own risk.

Eleftheria

Treasure
Ancient Bone
Ripe Coco Palm x2
Tectite Ore x2
King Pumpkin x2
Voyage Journal 2
Tectite Ore x2
Ancient Hide
Voyage Journal 3
Recipe - Pirate's Dish
Hard Fiber x2
Tectite Ore x2
Queen Tomato Seed
Ripe Mangoh x2
Voyage Journal 4
King Pumpkin x2

Energy Stone
Voyage Journal 5
Dragon Jackpot
Sweet Remedy
Bitter Remedy
Hermit's Remedy
Bandit's Gauntlet



On the bright side, the good thing about being on a ghost pirate ship is that there is plenty of booty. Of course, the downside is that you have to deal with the ghostly crew. Plus when you enter the Crew Quarters, a ghostly vapor will appear, blocking most entryways and exits - there's no going back at this point, so press on.

First go behind the stairwell to find a treasure chest containing an Ancient Bone. The ship's crew will try to fight you, so looks like you will have to take them out. Then proceed to search all the rooms in the Crew Quarters to find Ripe Coco Palm x2, Tectite Ore x2, King Pumpkin x2, and finally, the

second Voyage Journal. Read this, and some of the ghostly vapor will disappear next to the staircase.

Go through the door to enter the ship's Accessway. Near the staircase, there is a chest containing Tectite Ore x2. A bit further, there are two small rooms on either side with a treasure chest containing an Ancient Hide and a third Voyage Journal. Reading the journal naturally causes the next way to be opened up.

First head all the way down this room to collect a **Recipe - Pirate's Dish** from a chest, before proceeding through the new doorway.

There are three chests in Hold 1 containing Hard Fiber x2, Tectite Ore x2, and a Queen Tomato Seed which you can take to Reja later. There is also a motionless skeleton you can examine for the gift item: **Iron Knuckle**.

Pirate's Treasure

In Hold 1, there is a stairwell leading down into a water-clogged Hold 2. Return later once you've acquired the ability to breath underwater to collect the remaining pirate's treasure: Dragon Jackpot, Sweet Remedy, Bitter Remedy, Hermit's Remedy, and Bandit's Gauntlet.

The doorway leads to a stairwell where you can open a chest to obtain Ripe Mangoh x2 before proceeding up the stairs. As you go up, you'll come across a small room which has a chest containing the fourth Voyage Journal.

After reading, a door will open like a drawbridge and you can get a glimpse of a Crystal beyond. First stop to collect King Pumpkin x2 and an Energy Stone from the two chests, and find the pirate in the left corner to obtain a Pirate Memo 6.

Going through the door next to the Crystal will put you back out onto the deck - just prepare for what's beyond.

Boss Fight: Pirate's Anima

<Great Pirate's Wandering Soul> Pirate's Anima

Death has not been kind to the old pirate. His spirit is mutated way beyond that of a normal skeleton, though this does help him be much more vicious in battle. Regardless, Pirate's Anima is not a particularly tough foe, since his vulnerable area, around his head and torso, are easily reachable for lots of damage. He does have some attacks to watch out for, like the dark energy he emanates or the slashes from his scythes. But just focus on using jump attacks to do good damage and free this spirit's soul.

After Pirate's Anima is defeated, you'll obtain a Fuel Stone. A chest will also be left behind, which you can open to read a fifth Voyage Journal. What's more, stuck to the journal is a sea chart - the **Seiran Area Map**. Even more surprising, the spirit of Reed himself shows up as soon as you discover the map, looking much better since you defeated the Anima. Through his map, the habitats of Okeanos are now revealed to you, so you now have a way forward!

Once you get off the ship, it will sink into the water, but you can return once you're able to breathe underwater to collect the remaining treasure. For now, head back to the village.

Once back at the village, everyone will examine the map to form a plan. Then outside, with the help of Dana, you acquire the ability to "transition" across the map.

Transtition

Transitioning is basically warping, but with increased warp points, and now you can warp to all the special locations you've found, too. Handy!

You can now proceed back to Eternia Capital to proceed the story, but before you do that, you may want to check the bulletin board for some new quests which have a short expiration. When you're ready, head to the Crystal at Eternia Capital. Upon examining it, we will transition back to Dana's era.

Dana: Gloom

Eternian Quests
Rescue Fairy Eldo
Old Door of Blessings
Rescue Fairy Plow
Hall of the Sealing Stone - Open Innermost Door

Dana's goal today is to head to the Crystal near the palace. Before making your way into the capital, however, stop by the Great Tree Temple and make your way around the hallway to the right to find an Energy Distortion. Touch it to rescue Eldo, the River Fairy. As a reward, Dana will receive Eldo's power and her Icarusian Style will be enhanced through the **Seal of Water** she obtains. At this point, if you've completed all other Eternian Quests, Dana should get a vision that another door in the Sanctuary has opened.

Once you arrive in the center of the capital, you should see Io at the stand off to the side. Approach the stand to initiate a brief cutscene. After that, continue on past the stand into the northeast corner of the capital where you may have encountered a minstrel before. This time, you can talk to him to ask him about some sheet music for Austin's quest back in Adol's era.

The minstrel lent his sheet music for the piece "Blue Harvest" to a girl named Kajura, and you'll find her in the southeast district of the capital. Once you find her, she will tell you she gave the music to Rastell... wow, this music has been on a journey.

You'll find Rastell at the palace entrance. Feel free to head there now, or after completing some more quests in the area. After asking him, he will give you the **Music Sheet** for the "Blue Harvest" song. Dana will leave the sheet in one of the jars in her bedroom so that Adol may collect it in his era.

While you're still in the west district, head to the Bolad Monastery where there seems to be a bit of a problem. The men there will explain to Dana that the Energy device powering the door is broken. Agree to help them, and Dana will send a letter to the Baha Tower requesting repairs - this will complete the Eternian Quest, **Old Door of Blessings**.

Then head into the east district to find another Distortion and release Plow, the Drop Fairy. Plow will grant Dana Def +30 as a reward for saving her, and Dana's Virtue will increase.

Sanctuary: Hall of Vision

Treasure
Energy Fragment x50
Medicine
Thunder Tiger Gauntlet
Antiparalytic x3
Burn Salve x3
Remedy x3
Battle Wristlet
Ancient Stone

Now it's time to explore another segment of the Sanctuary. Head back to the Hall of Stone and go through the door, which you should have enough Virtue to open. The first room in the Hall of Vision is massive, but there is not a lot going on here.

To start with, climb the left staircase and grab a treasure box containing Energy Fragment x50, then proceed back to the lower level.

In this room, there are two beacons to extinguish, and the room requires a bit of setup to do it quickly. On either side of the room is a beacon, and there will be a breakable box resting on top of a metal one. Go ahead and break these on both sides. There are two sets of boxes lining the wall in the center of the room too. Break these to make a staircase so you can jump over the center to quickly get to the other side. You can stop to claim Medicine from the treasure chest resting here too.

Once you're ready, jump up to the first beacon, extinguish it, then jump across the center of the room to extinguish the second one. You should have plenty of time to accomplish this. Once the two beacons have been put out, the door leading onward opens. You can't get up to the upper level yet, so just continue through the door.

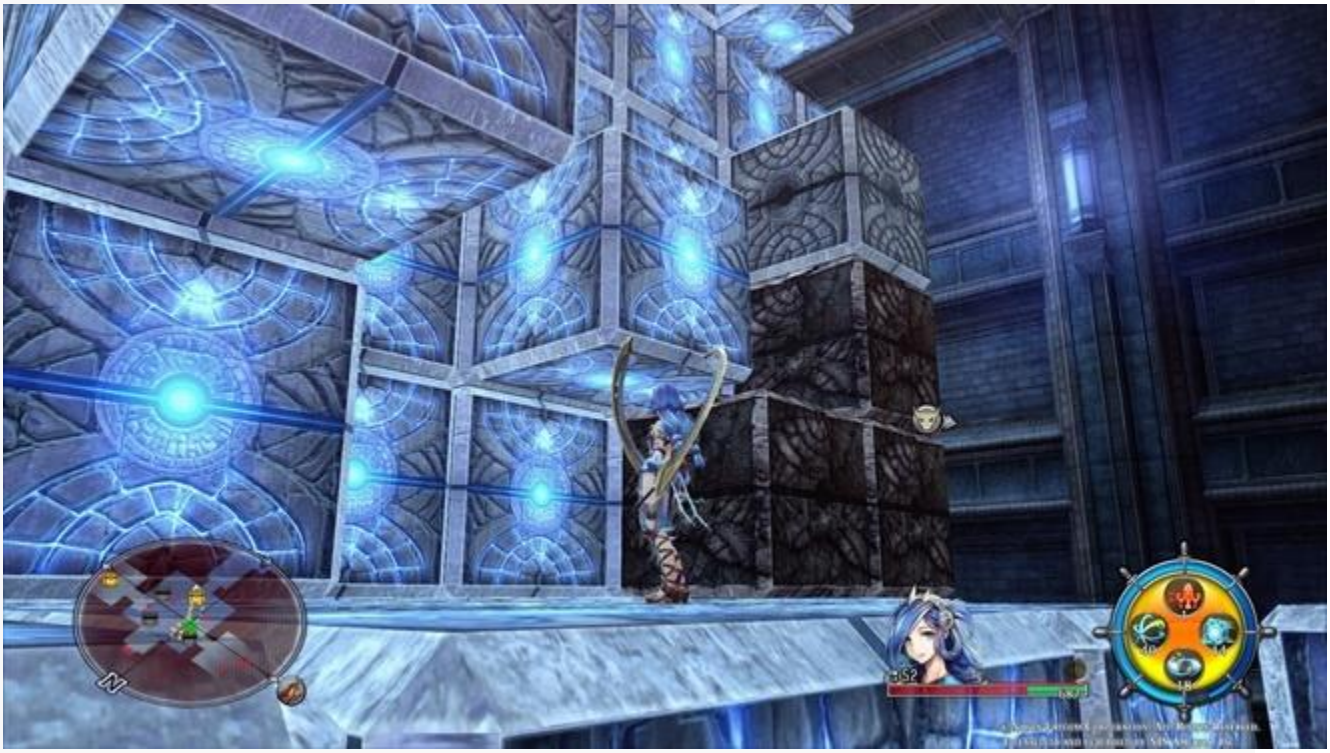
In the hallway, you'll find a shield-bearing Shivalva waiting to greet you. Its shield can be destroyed using Gratika style and then you can defeat the Shivalva itself.

Boxes Galore

Past the Shivalva, there are more box puzzles for you to solve. On the right, there are two columns of breakable boxes underneath metal boxes. Destroy two of the boxes on the left column, and but just one on the right column, so that you have a staircase to jump across.

Jump on the new box staircase you just made. Be careful, because transparent enemies lurk here. You can just see them, but you can't attack them, and they are extremely annoying. Quickly jump along the boxes until you come to more breakable boxes. Break all of them, and you can acquire a treasure chest containing a Thunder Tiger Guantlet.

On the left side of the box structure, simply destroy the breakable boxes around the front and the back. Jump up from the front and make your way to the back, destroying any boxes in your path. In the back corner, you can jump up and drop down to grab a chest containing Antiparalytic x3.



After collecting the treasure, jump up and get rid of the two boxes that are catty cornered together. Go through the newly cleared space to find some more boxes lined up. Destroy the one underneath the blue floating box, then in the next column destroy only two of the boxes so you have something

to jump onto. Leave the boxes underneath the metal box alone. You now have access to a treasure chest here containing Burn Salve x3 near the top metal box.

Turn around, and you'll see the way to a doorway on the left side as well. Enter the room beyond the doorway to claim a Fairy Cape from a chest. Then continue around the back of the boxes, towards the center, where you'll arrive at a large central doorway.

From there, jump across to the boxes on the right side of the room. Destroy the first one in your way. You'll come to a row of breakable boxes.

Leap up and around to get to the gap in between the row of breakable boxes. First, stop to collect a chest here that contains Remedy x3.

Then proceed to destroy the row of boxes, and the one slanted off in the next row too to cause a metal box to drop. This will create a hole in the wall that you can jump through to access the doorway on the right side of the room. This doorway leads to a solitary room with a chest containing a Battle Wristlet.

After collecting the treasure, head back to the central doorway to move on. In this room there is a Crystal, so get prepared to fight another of the Sanctuary's golems.

Boss Fight: Argura

<Refined Silver Blade> Argura

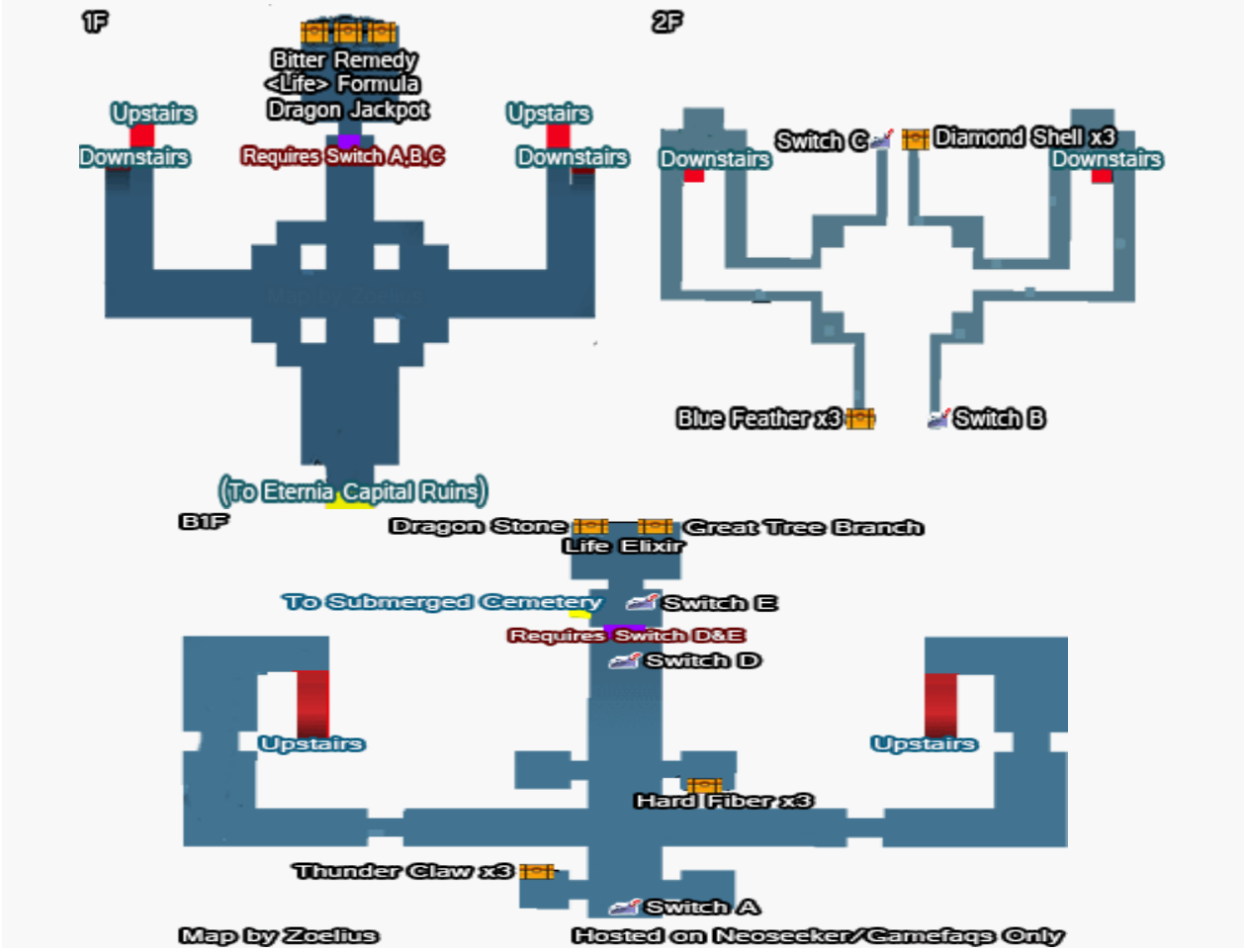
It seems Shivalva was a warm-up for Argura; like Shivalva Argura is a knight who wields both blades and shields. Likewise, Dana will need to make use of both her Icarusian and Gratika styles to defeat this foe. When Argura is just wielding his blade, meet him in a swordfight with Dana's Icarusian style, making sure to jump over the star-shaped shockwaves he sends through the ground with his blade. Argura's sword may be bigger than Dana herself, but it still doesn't do much more damage to her than Dana's Crescent blades do to him.

Eventually Argura will go into a more defensive mode, pulling out a massive circular shield from nowhere, and Dana will need to switch to Gratika style to destroy it. You can still sneak around back and do damage to Argura himself, but it is beneficial to destroy the shield, not only so the battle isn't prolonged, but because he will be stunned for a few moments after its destroyed allowing you to attack him unhindered. The battle goes through several shield/sword phases, so just make use of Dana's different styles as well to defeat Argura.

Once Argura has fallen, a chest containing an Ancient Stone will appear, and you can go to the back room for more history. After the lesson, Dana discovers Io's presence, who has of course been following along. After that, it's time to return back to the surface.

Finally, you can head to the palace entrance and plant a prayer tree next to the Crystal, at which point the game transitions back to Adol.

Bolad Monastery



Treasure
Diamond Shell x3
Blue Feather x3
Thunder Claw x3
Hard Fiber x3
Bitter Remedy
Dragon Jackpot
<Life> Formula

If you cleared the quest **Old Door of Blessings** in Dana's era, you now have access to the Bolad Monastery. The Monastery contains two enemies that seem like the reptilian version of Ratneys; the Caim Basch and the Caim Dahn. The Caim Basch is a spinner, while the Caim Dahn is an archer. Neither possesses much fortitude, so they aren't much to worry about.

The first room in the monastery has a door that is fenced off with rails - a bit odd in a monastery, but we just go with it. There are some levers here which you can use to open the rails. The first two levers are along the narrow ledge lining the upper walls, along with two chests containing Diamond Shell x3 and Blue Feather x3 apiece.

Take the right staircase leading to the lower level to find the third lever. The lower level is pitch dark, so it may be wise to have your Glow Stone equipped here. There's two treasure chests in the area containing Thunder Claw x3 and Hard Fiber x3. The lever you want is near the Thunder Claw chest.

In the center of the lower level, there is a staircase leading further down to a dungeon-like area. Right in front of the gate, there is a blue lever you can pull, which will open the first gate. Then return to the upper level and go through the center door, which is now clear.

There are three chests immediately in front of you, which will have Bitter Remedy, Dragon Jackpot, and a **<Life> Formula**.

For now, that's all you can do. You can access the remaining three treasure chests once you find the Submerged Cemetery in Rodinia Marsh.

Archeozoic Big Hole

Treasure
Dragon Scale
Antiparalytic x3
Rim Flower
<Thorn> Manual
Pterophyllum Scale
Lunar Wings x2
Energy Stone x2
Sunlight Fang x2
<Bless> Formula
Starry Shell x2
Gold Energy Crystal
Dragon Jackpot
Hermit's Remedy
<Defense> Formula

Once back in Adol's era, the palace will be restored thanks to the Prayer Tree Dana planted. Go forth to find yourself in the **Archeozoic Big Hole**. You're first greeted by a new enemy - the Daineur which is part turtle, part porcupine. They are bulky due to their shells, so not that easy to smash through.

The door at the top of the staircase is blocked off, so just head through the door on the right. Here, you can go all the way down the stairs to find a chest containing a Dragon Scale, as well as a locked door. Head back up a couple flights, and head through the small door you passed on the way down.

First, head along the left wall to grab Antiparalytic x3 from a chest. Head downstairs, and you'll pass some fallen pillars on the right that require 23 people to repair, as the path opens up to the outdoors. Here, the group will be able to see right into the depths of the giant hole.

Treasure - Archeozoic Big Hole

Once you've rescued 23 people, return to clear the rubble to obtain a **<Defense> Formula** from a treasure chest!

Continue on the path and enter a tunnel which features some more ocean oriented enemies, the paralytic Dustralphos and the giant Gelbs. Make your way through the tunnel into the next area.

Here it gets pretty perilous, because there are multiple water holes which will suck you down if you get too close to the edge. The Dustralphos' paralysis does not make it much better either. At some

points, you're actually submerged under water and lose oxygen, so be wary of that too. Nevertheless, continue on.

Head left, and you can find a treasure chest completely underwater. You have enough breath to go down and claim a Rim Flower from it. Make your way through the water circle maze to the exit - there's another underwater chest nearby, so pick up the **<Thorn> Manual** from it so Ricotta can learn the Rumble Thorn Skill before continuing.

Part of the next area is entirely underwater. Stick to the land path until you reach the Crystal and get ready to fight!

Boss Fight: Sierracantos

<Ancient Eternian Fish> Sierracantos

The main thing to look out for with Sierracantos is the blue electric shockwave that he will send out from time to time. Since you are fighting in water, the electricity has deadly effects. When he starts going blue, safely jump onto one of the rocks jutting out of the water. Well, they're *safer* anyway - they do have Dustralphos on them but you will only be up there for a few seconds. As for the Dustralphos, their paralysis can be annoying in this fight, but don't bother attacking them since they continually respawn. Use paralysis resistant gear if needed and just focus your efforts in Sierracantos himself, who shouldn't pose too much of a challenge aside from his electric attacks.

Following the fight, continue into the adjacent room to collect something you really need - the **Pterophyllum Scale** Adventure Gear! Now you can swim like a fish in the sea. Head back to the water-filled area and jump right in.

Swimming Recap: Now that you're able to swim, when you get the chance, you can return to the Eleftheria hold for the remaining pirate's treasure -

- Dragon Jackpot, Sweet Remedy, Bitter Remedy, Hermit's Remedy, and Bandit's Gauntlet

Soon you'll come across some glowing spores in the water. These can be used to send explosive spores at enemies - they're a bit difficult to aim while being attacked at the same time, so just be careful with them.

Around the corner to the left, you'll come into the lower part of the same area you got your Pterophyllum Scale from. Here, there's a vicious alligator turtle, the Dornicle. He is able to discharge lightning too, so watch out. Behind him is a chest containing Lunar Wings x2.

Go back around and grab a treasure chest containing Energy Stone x2 behind the Gelb on the narrow strip before continuing on.

The next area is a maze of water and land. There are little underwater currents that you can use to propel yourself up towards land. As you first enter, there is a branch to the left that you can get to through currents and land to reach a treasure chest containing Sunlight Fang x2.

Then make your way down the right path. Towards the center, there will be a chest containing a **<Bless> Formula** on an outcropping of land you can get to via current. Then continue onto the next piece of land to get to the next area, where you'll arrive at a building.

Climb the stairs and travel around to find a chest containing Starry Shell x2. The floor here will also be covered in water, and there will be a staircase on the right leading up to a treasure chest containing a **Gold Energy Crystal** gift item.

Further on, there's a lever you can flip to open a shortcut back to the first building area you explored. Then move through the forested hall. There are two small rooms off of the hall, each one with its own treasure chest; you can collect a Dragon Jackpot and a Hermit's Remedy from them.

Then continue on underneath the water. You'll arrive at another Crystal at the end of the path. In the next room, you will finally discover the Okeanos's habitat, along with the nameplate of the Lombardia- you're not fighting Okeanos yet, however. The group will return to the village to make plans for the impending attack. Here you may want to stock up on supplies, particularly Eye Drops and healing items. When you're ready, give Dogi the okay and the whole village will move to the Archeozoic Big Hole for the fight.

Gift Item - Lombardia Nameplate

When you get a chance, go up to the Lombardia nameplate and examine it. You'll be able to collect it as a gift item for Kashu!

After a cutscene with Dogi's squad doing their part, Okeanos himself will finally show up in his habitat where Adol's crew is waiting. Get ready to avenge the Captain and the Lombardia!

Boss Fight: Okeanos

<Accursed Island Guardian> Okeanos

Okeanos appears with a grin. That's because he knows what you're in for. A tough, but exhilarating battle.First, the attacks Okeanos has that you'll want to look out for: Okeanos attacks with both the tentacles on his face, and his main tentacles. He sprays ink, which will hurt and inflict darkness, and

he also has shockwaves and frost balls that he emits. Be prepared to deal with these status inflicting moves. But perhaps the most terrifying part is when he tries to suck your team into his mouth like a black hole, and this is almost impossible to avoid. It's a wonder he doesn't swallow you whole. It does inflict massive damage when this happens. Do your best to stay in shape and avoid these attacks.

During the battle, you can use the currents to move from cliff to cliff and stay out of Oceanos's reach. Your main goal will be to aim the explosive spores at Okeanos while dancing around his tentacles. At some points, he will slam a tentacle down on the ground and leave it there - at this point be sure to take advantage of the opportunity to get a few hits in. After sustaining damage from the explosive spores, Okeanos will eventually sink down to the ocean floor leaving the eye on his head open. At this point you should unleash all your special skills and abilities on it to do as much damage as you can, since this is your main opportunity to attack. Okeanos will recover and resurface. Repeat the process until he is defeated.

After you put poor Okeanos to rest, you will obtain another **Fuel Stone**. Everyone will return to the village for celebration and to come up with the next plan.

While you're there, take the opportunity to talk with Nia and receive a **Recipe - Bolognese**. Then find Dana on the hill and talk to her. A cutscene will occur, and then we will return to Dana's era once more.

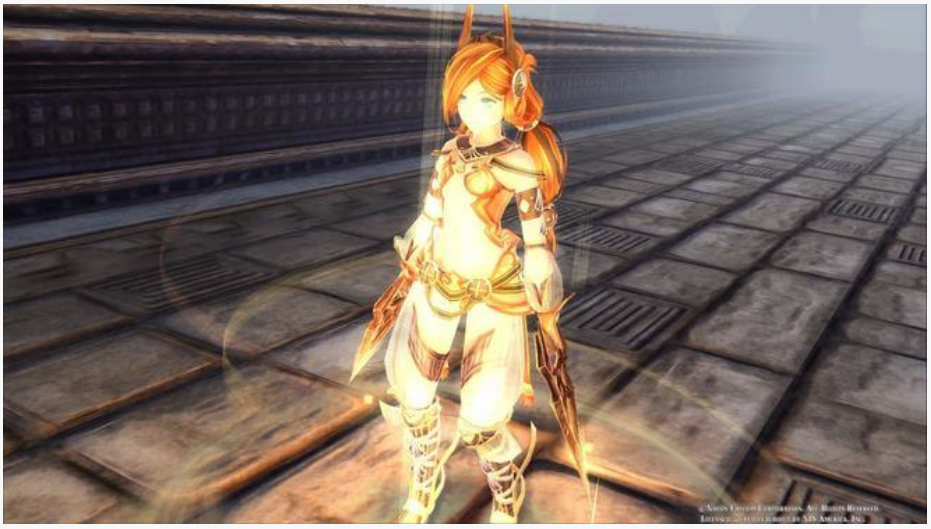
Dana: The Fated Day

Eternian Quests

Rescue Fairy Astios

After transitioning back to Dana's era, we will arrive at **The Fated Day**. It begins with Dana receiving a premonition of Eternia's demise. She instantly rushes to Queen Sarai and Chief Priestess Olga to make plans. An energy shield is raised above the capital, but it is not withholding the barrage. Dana will decide to rush to the Energists' aid.

Once you move Dana to the Aerial Corridor, the bridge will become shrouded in fog and Dana will suddenly find herself alone. More spectral enemies that Dana can see but not hit appear as you move along the corridor. Keep running until you arrive at an Energy Distortion. Naturally, Dana immediately decides to rescue the Fairy within. The Light Fairy, Astios will grant Dana power and she will receive a new style: **Luminous**.



With Luminous, Dana is now able to see and defeat the transparent enemies on the bridge. After fighting them for a while, eventually Dana will reach the end of the bridge, where a Dragon awaits.

Boss Fight: Le Kyanos

<Mystical Blue Fog Beast> Le Kyanos

It's hard to get a hit on Le Kyanos because whenever you're up close to him, he will continually try to stomp on you. You just got a new style, Gratika style seems most effective here for dealing as much damage as possible, since you're going to get flattened under Le Kyanos's feet anyway. When Le Kyanos starts to emit frost however, switch to Luminous so that you can resist being frozen. Switch styles in this manner and you'll make short work of this mystical beast!

After Le Kyanos is defeated, the fog will clear and Dana will return back to reality, and Olga. Unfortunately, their efforts weren't enough to prevent the last meteor from coming through... though they did survive the barrage. At this point, a mysterious robed figure will appear and requests Dana to go to the Valley of Kings... at which point, we will transition back to Adol's Era.

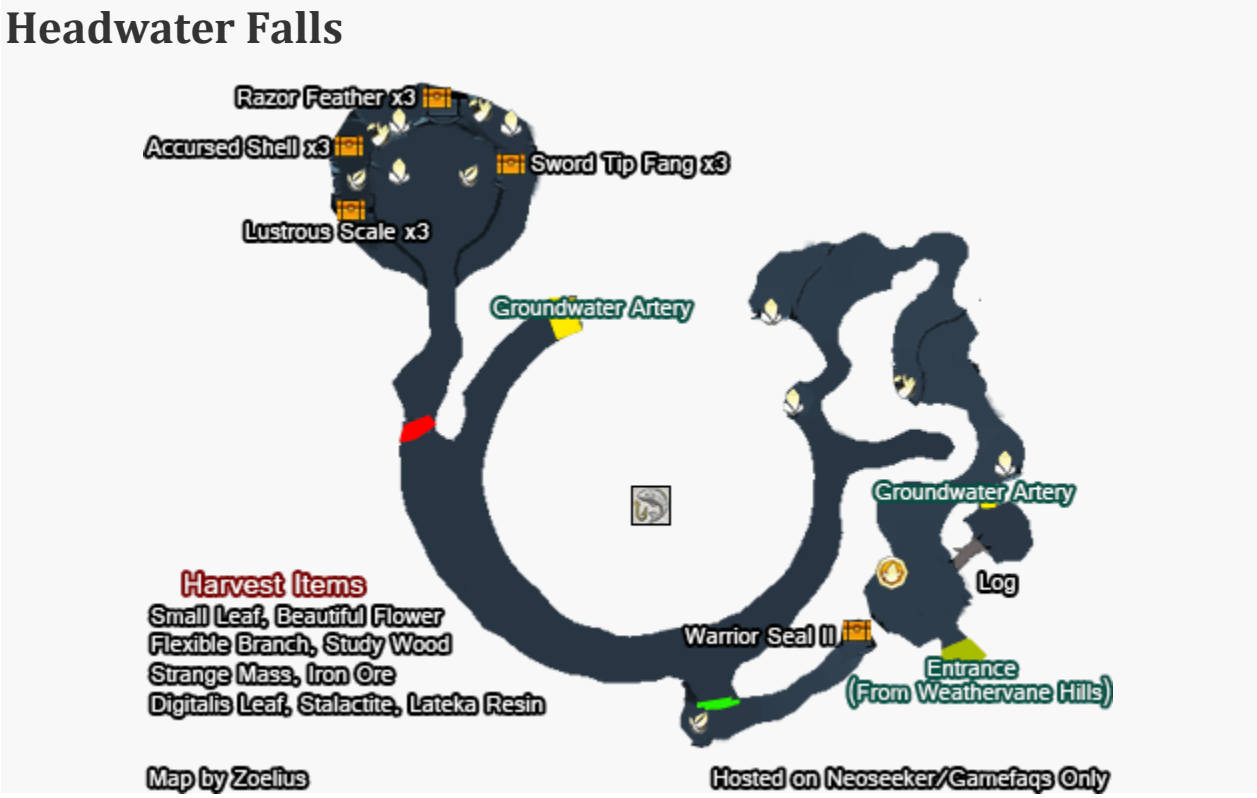
Weathervane Hills

Treasure
Revive Medicine
T's Memo 3
Blood Fang

Before you set off in search of Dana, now that you have the ability to explore other areas, you may want to set off to Weathervane Hills to explore some additional areas there. If you haven't explored there yet, you can reach the hills through a barrier on top of an ivy wall that requires only 12 people to clear. Weathervane Hills is a small area, with only the ape-like Mohalobaodessa monsters to deter you in the first area. In the next area, they are joined by the giant Logoarotobitows, which are like Bulltobitows, only more hippo-like. There are two treasure chests in this area, containing Revive Medicine and T's Memo 3 apiece.

Continue climbing up all the way to the top of the hill to discover a special location, the **Zephyr Hills**, which give a breathtaking look at the island. Near the entrance to a cave, there is one more chest which contains a Blood Fang. The entrance leads into the Headwater Falls.

Headwater Falls



Treasure
Warrior Seal II
Lustrous Scale x3
Accursed Shell x3
Razor Feather x3
Sword Tip Fang x3

The Headwater Falls is home to the land-lubbing hammerhead fish, the Galsarks. They hurl their bodies at you like a torpedo, but this is quite predictable and you can easily step aside and evade them when this happens. It is poisonous though, so try to avoid contact.

Follow the path down, and eventually you'll reach an ivy wall which you can climb up and grab a Warrior Seal II from a chest.

Towards the end of the path, there are some Kunos which you can clear out with Insect Repellent to reveal a whole hoard of treasure chests - containing rare items Lustrous Scale x3, Accursed Shell x3, Razor Feather x3, and Sword Tip Fang x3 respectively.

At the lake, Sahad observes that it is a great source of fresh water, though Laxia seems less sure. In any case, the exit leads down into the Groundwater Artery, where you will need to have the Pterophyllum Scale equipped to explore.

Groundwater Artery

Treasure
Energy Stone x3
Recipe - Coleslaw
Abyssal Gauntlet

Groundwater Artery starts out underwater. The first thing you may notice upon entering is the Velgalsark rising from the depths. The ocean floor is also littered with Gidles.

Proceed down the path. In a crevice on the left you'll find a chest containing Energy Stone x3. At the end of the path, there is a current you can ride to bring you to the surface.

Following this path, you'll reach another fork. Take the left branch to collect a **Recipe - Coleslaw** from a chest.

Follow the glow in the middle branch to discover a new special location - the **Sky Blue Veins**. At its base are some very useful harvest spots, so being able to transition to this location now is handy.

Continue around to the right and head back underwater. You can drop further into the depths to pick up an Abyssal Gauntlet from a chest in a crevice. Then you can ride the currents up and return back to the underwater bridge.

There is an ivy wall you can climb. At the top, examine a glowing point on the ground to pick up an **Old Stethoscope**, which is a gift item. Then exit through the door to find yourself back in Headwater Falls. You can knock down the tree to form a bridge shortcut, and you're done with this area for now.

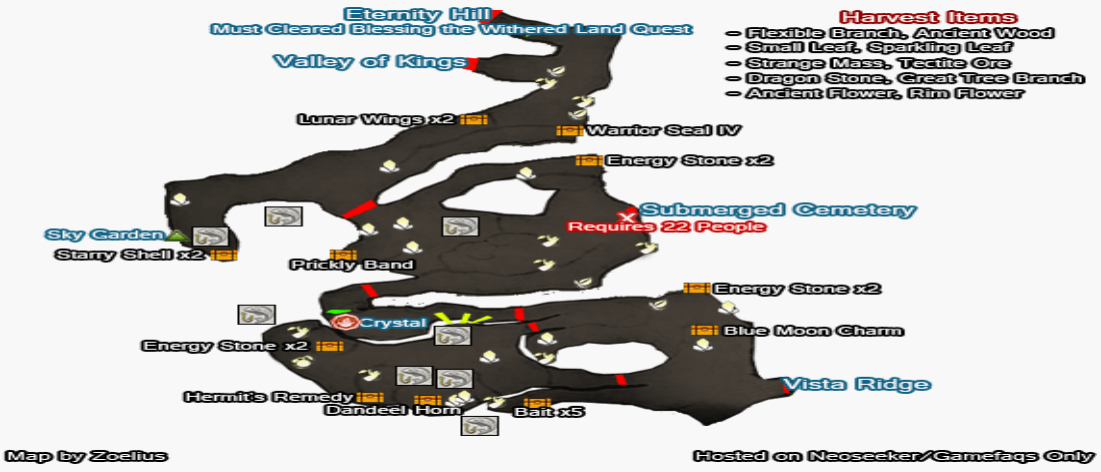
Vista Ridge

When you're ready, set off in search of Dana. First, return to Temple Approach. The West Gate that was previously closed is now open - looks like Dana has been through here. Go through it to enter the Vista Ridge.

As you move down the path, encountering new Glingen and Gileeka enemies, you should notice an ivy wall in the corner. This wall leads up to a steep cliffside. When you have 21 people, you'll be able to traverse it.

The rest of Vista Ridge is quite uneventful; just a quick journey down the rocky path and grassy hill into the **Rodinia Marsh**.

Rodinia Marsh



Treasure
Bait x5
Blue Moon Charm
Energy Stone x2
Blood Fang
Dandeel Horn
Hermit's Remedy
Energy Stone x2

When you get to Rodinia Marsh, first follow along the left wall. Eventually the path will wrap around to a chest containing Bait x5. There are some cute axolotl-like creatures called Flogias and some not so cute giant mosquitos, the Valquitos all over this place, so watch out for them.

On top of the hill, there's a rhino-like monster atop the hill called Dandeel. His hide is a bit too thick for you to do much damage, and he can dish out around 1000 damage to your HP. It may be wise to avoid him at this point. Near him are two chests containing a Blue Moon Charm and Energy Stone x2, so collect them if you get a chance.

There are two exits both leading into the marsh, so take either one of them. Be careful here, because there is an Ancient Species lurking underneath the marsh. In the marsh pool to the south, there is treasure chest containing a Dandeel Horn hiding underneath the murky waters. You can go underneath using the Pterophyllum Scale Adventure Gear, then put on the Floating Shoes to rise back to the surface. Be careful not to get bitten by the Hydroscala swimming here in the process.

On the land nearby, there's another chest containing a Hermit's Remedy. And just further on, underneath the feet of a Hydroscala there's another chest with Energy Stone x2 inside.

When you're ready, take the exit along the right wall to arrive at a Crystal.. and find Dana. At this point, the story transitions back to Dana's timeline once more.

Dana: Underneath the Clouds

Eternian Quests
Lost Refugee
Hunt Dragon Species 2
Rescue Fairy Olivis
Rescue Fairy Kushuna
Hall of Eyes - Open Innermost Door

After the meteor strike, Dana is preparing to go to the Valley of Kings. This will lead her through Rodinia Marsh. When Olga leaves you, make your way in that direction.

On Rodinia Path, you'll encounter a couple who has lost their daughter, Yuka. This is in fact, the family from the Energy Equipment house by the monastery. Talk to them to initiate the Eternian Quest, **Lost Refugee**. Their daughter is actually quite nearby, just go to the next area and you will find her. As thanks for finding her, Lakey will give you the Treasure Chest Key which can open the locked chest in his house. The Lost Refugee quest will thus be completed, and Dana's Virtue will increase.

Treasure - Eternia Capital

Once you complete this quest, during Adol's era you can return to the Energist smith's house in Eternia Captial to collect a **Windy Vestment** Adventure Gear from the treasure chest.

ADVERTISING

Further down the Rodinian Path, the path branches out a bit. Follow the southern branch to encounter a giant Dragon Species and complete the quest, **Hunt Dragon Species 2**. Matrooskayla is a bit of a formidable opponent. Dana's Luminous style is most effective, but she is also frail to his attacks in this form. Try to avoid the balls of electricity he shoots out, so Dana doesn't get paralyzed.

Behind the Dragon Species, there is an Energy Distortion where you can rescue the White Knight Fairy, Olivis. Dana will receive Olivis's power, which will enhance her Gratika style. Before proceeding with the main mission, you may want to stop by the Sanctuary again to explore new areas now open to you and complete Eternian Requests.

Sanctuary - Hall of Stone

Treasure
Dervish Hairpin

In the Hall of Stone, you can use Dana's Luminous style to access one more hidden area. In the largest box room, right before the Hall of Stone's Monolith, if you climb to the top of the boxes in Luminous style you will see a hidden blue platform on the left. Jump across to access a new area.

Another puzzle awaits you here for you to earn the last treasure chest, and it's a bit tricky! You have to make your way across the room of boxes, but for each box you destroy the door across the room will close an inch. You can only destroy a max of three boxes before the door will shut, so you have to find your way through the room without destroying four boxes.

To do this, first start on the left side of the room. There are two breakable boxes - break one of them and jump over the other. The center of the room is lined with two columns of boxes. The trick is to weave your way around them. To do this, start with the box resting on top of the metal one. Break this, and jump through. Do the same thing with the second set of columns; break the box that's resting on a metal one. This time jump on top of the metal box.

Ahead you'll see a breakable box just within reach of your double jump. Jump on top of it, then the last thing to do is double jump onto the blue box ahead and you'll be through!

Through the door is an invisible enemy that can only be fought in Dana's Luminous form - a Spitzer Ire. It fights mainly with energy balls and laser beams, but it isn't too tough if you can avoid these. The final treasure chest here contains a Dervish Hairpin as a reward for your hard work. There's also a lever here that you can pull which will lower floors across the center of the room, allowing you to cross much more easily.

Sanctuary - Hall of Vision

Treasure
Energy Fragment x150
Energy Fragment x50
Full Medicine
Nature Charm
Remedy x3
Energy Fragment x50
Energy Fragment x50
Full Medicine

Thanks to Dana's Luminous style, you can now explore the upper level of Hall of Vision for some additional treasure. First, climb to the platform at the top of the staircase in the entrance. In Luminous style, you'll see invisible platforms appear on either side. Start with the left, passing a wing golem that you can defeat using Gratika style, and a Spitzer and Imisdute. Open the treasure chest near them to collect Energy Fragment x150.

Next move towards the right side of the room. Branching from the wall, there are invisible platforms that you can use to get to the room's center. Follow them to get to the circular column in the room where a Spitzer Ire awaits. There's a lever here you can pull to make a staircase rise around the column.

On either side of the staircase, there are more platforms that appear. You can use them to navigate to the center pillar in the room. There are invisible walls around three sides of this pillar, but you can go around back to find a clear opening, and collect Energy Fragment x50 from the chest on top.

From this pillar, first follow the invisible platforms around to the right side of the room, and follow the platforms to get to the center of the room. There's a pillar here which has a wind golem guarding a treasure chest. Go around to the side that is free of edges so you can jump up and collect a Full Medicine from the chest.

Follow around the edges on the right side of the room to get to the circular room at the very end. There will be a chest in here where you can pick up a Nature Charm. Be careful, because you'll quickly be surrounded by the three large golems - Gresbylon, Imisdute, and Spitzer Ire.

Head back around, and this time follow the platforms to the left side of the room, where you can collect Remedy x3 from a chest.

Finally, you can access the rooms on either side of the room via the two pillars where you extinguished the fire beacons. The one on the left leads to a room containing Energy Fragment x50. On the right, there's also a chest on top of the pillar containing another Energy Fragment x50, and finally collect a Full Medicine from the chest in the adjacent room. With that, you are ready to move past the Monolith in Hall of Vision into the next hall - **Hall of Frost**.

Sanctuary - Hall of Frost

Treasure
Energy Fragment x50
Full Medicine
Life Elixer
Energy Crown
Energy Fragment x50
Mantra Garment

Begin Hall of Frost in Luminous style, moving around the invisible wall and across the platforms to a pillar of breakable boxes. Smash all of these in Gratika style to open the ways ahead. Switch back to

Luminous, and make your way across the platforms leading to the center to collect Energy Fragment x50 from a chest.

Then make your way around the left side of the room, switching to Gratika to destroy the breakable boxes in your way, and back to Luminous to jump over the metal boxes at the end of the room. Collect a Full Medicine from the chest in the corner before moving on past the Spitzer Ire and into a room of frost.

While in this frosty room, if you are in any style other than Luminous, Dana will freeze into an ice cube. This prevents her from going through the hall straight ahead where there is a strong wing. So first, head to the room on the left of the statue to find another box puzzle. Again, with this one you have only three boxes to destroy before the doors close.

Start on the right side of the room in Gratika form. Here, you can easily double jump to the metal box across from you. Destroy the first box in your path and continue to find four stacked breakable boxes. Destroy two of them to reveal a door behind, which you can just squeeze through and claim a Life Elixer from a chest. Go back to the start of the room and use the monolith to reset.

To reach the center room, first start along the right in the same way. Jump across to the metal box, then destroy the first box you come across and go through. Now you can jump up onto the top of that pile of boxes, then double jump across the room to get to the center. Within is a monolith that, when activated will raise a step in the room with the statue. The step is just too high for your double jump to reach, however. There's also a lever you can pull to raise a floor across the room.

Reset the room, then make your way to the center of the new floor to get to the final room on the left. Destroy one of the two boxes underneath the floating blue box, then you can jump onto the remaining breakable box and double jump across the boxes on the left side of the room. Behind the final door is an Energy Distortion, where you can release Kushuna, the Darkness Fairy. Kushuna will grant Dana with an **Eternal Dark Orb**.

Now that you're through with this room, head to the room to the right of the statue. This room has four fire beacons to extinguish, and you'll have to transition between Luminous and Icarusian style to accomplish this. First, extinguish the two beacons at the entrance and defeat the birds. At this point, wait for the two birds across from the room to fly over and try to light the fires. Defeat them both, then switch to Luminous and run across to the other side, switching back to Icarusian and extinguishing the flames before the birds have a chance to recover.

Activate the monolith in the room that is now opened to cause another step to be raised in front of the statue. Before returning to the statue, first look behind the monolith while in Luminous style to see some invisible platforms. You can follow them down to discover a treasure below the monolith where you can obtain an Energy Crown.

Then return to the center room and climb the steps to the statue. Look behind the statue to claim Energy Fragment x50 from a chest. Then activate the monolith at its feet to defrost the room. Now you can safely travel through the wind from the fan in Gratika without turning into an ice cube!

Make your way through the wind and activate the monolith in front of the fan to diffuse the wind. Go past the Gresbylons and into the next room. There's a Crystal here, and a battle with another of the Sanctuary guardians beyond.

Boss Fight: Kluhsos

<Permanent Golden Soul> Kluhsos

Kluhsos is light and speedy, but you're fast too in Luminous form! His main attacks involve some form of energy. The ones to watch out for are the energy balls that will release a cross of lasers, making it difficult to get around and keep up with Kluhsos. Simply jump over these when they

appear. He attacks with a claw, but these attacks aren't too strong so you can get up close to him even in Luminous form and repeatedly attack. His most dangerous attack is a massive ray of energy that he will unleash across the room. Do not get within the radius of this and always make sure your health is stable when he starts preparing this. These attacks are rare though, so for the most part just try to keep up with him and get the attacks in.

After the fight, Kluhsos will drop a final chest for this area, containing a Mantra Garment. Enter the next room for more history and a cutscene with Io. Following that, you can return to the surface and to your main mission.

Head to the north branch of Rodinia Path. As Dana nears the two guards at the gate, a cutscene will initiate. Following the cutscene, Dana will plant this mission's prayer tree, and the game transitions back to Adol.

Franz at Vista Ridge

Treasure
Energy Stone x2
Strength Elixer

Now that Dana has returned to your party, at this point you may want to visit Vista Ridge before continuing through the marsh. If you have 21 castaways, you will be able to build a rope ladder near the ivy wall that was blocked off before. Climb the ladder to obtain two more treasure chests - with Energy Stone x2 and a Strength Elixer - and also meet Franz, who turns out to be Laxia's eccentric butler! He'll join Castaway Village and you can return to Rodinia Marsh.

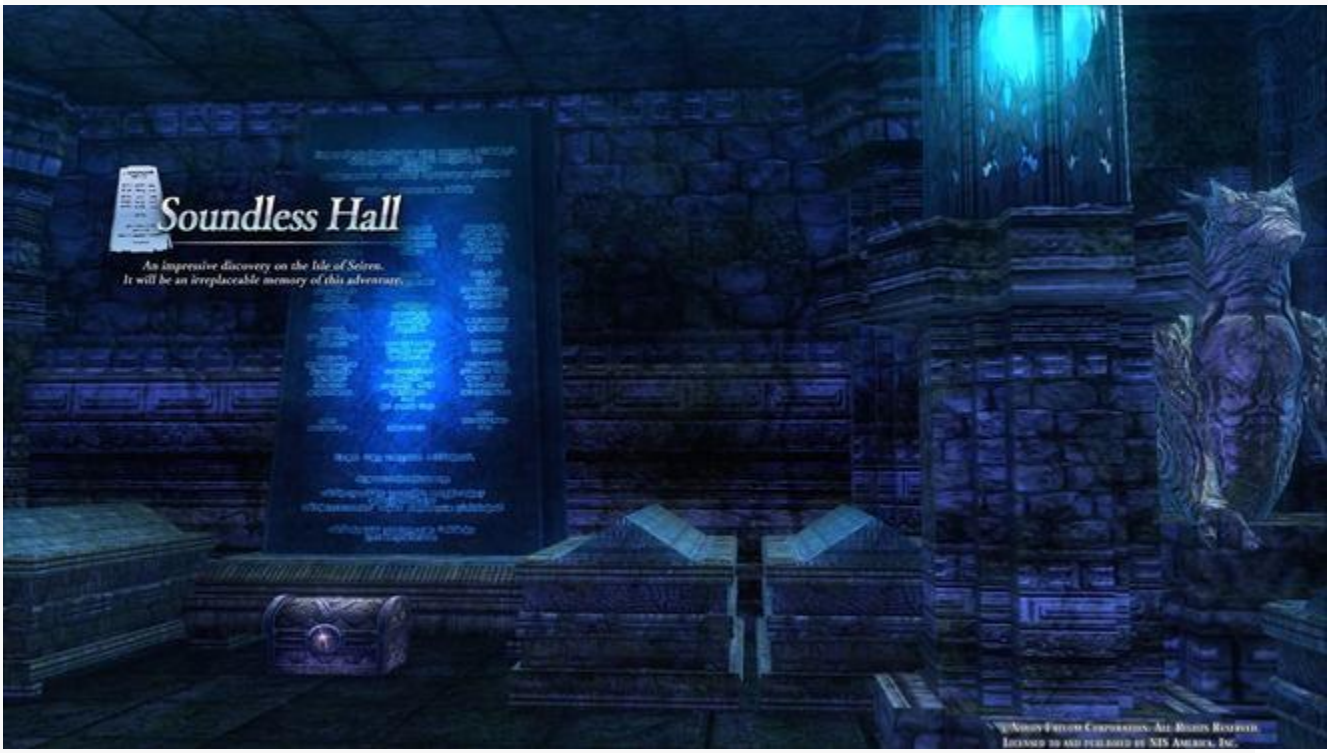
Back to the Marsh

Back in Adol's era, the way further through Rodinia Marsh is now clear. Climb the ivy and enter the next area. Here you might run face to face with some Valcry if you accepted the quest **Hunt Valcry**. These are plentiful and tough to take down, so be prepared.

Just up ahead, there is a mass of gravel which requires 22 people to clear. Luckily, if you collected Franz, you should have enough people to clear it. This leads into a new location - the **Submerged Cemetery**.

Submerged Cemetery

Treasure
Acidic Liquid
<Hide> Formula



The Submerged Cemetery is a tiny dungeon completely underwater. Here you should be able to collect two treasure chests containing Acidic Liquid and a **<Hide> Formula** apiece. There's also a new special location to discover - the **Soundless Hall**.

What's more, there is another staircase leading into the dungeon like area of Bolad Monastery to collect the final three treasure chests in that area.

Bolad Monastery

Treasure
Great Tree Branch x2
Life Elixer

Dragon Stone x2

Enter the monastery from the cemetery outlet, and collect the three remaining treasure chests to obtain Great Tree Branch x2, Life Elixer, and Dragon Stone x2. You can pull the lever to lift the gate blocking access to the rest of the monastery. For now, return back to the marsh to continue the journey to the Valley of Kings.

Rodinia Marsh

Treasure
Energy Stone x2
Prickly Band
Starry Shell x2

Warrior Seal IV - hill, rhino
Lunar Wings x2

Once you return from the cemetery, stop to pick up a treasure chest on the hill containing Energy Stone x2, and dive down underneath the mud near the area's exit to pick up a Prickly Band from a chest.

In the next area, dive down once more to retrieve Starry Shell x2 from a chest before putting your shoes back on to rise to the surface. You may notice a strip of ivy hanging down near a rock. You can double jump from the rock to grab onto the ivy. Climb up to reach a breathtaking new special location - **The Sky Garden**.

Climb back down, and continue making your way through the marsh. On your way towards the marsh's exit, there is a Warrior Seal VI you can collect from a chest near a Dandeel, and one more chest nearby containing Lunar Wings x2. You can collect those, then make your way to the marsh's exit and to the doorstep of the Valley of Kings.

Valley of Kings

Treasure
Empty Bottle - Entrance
Energy Energy Stone x2
<Frost> Manual

Energy Stone x2
Dragon Jackpot
Hermit's Remedy
Energy Stone x2
Burn Medicine x3
Pyrios Stone
Purifying Bell
Dragon Stone
Ripe Mangoh
<Wind> Guide
Burn Medicine x5
Hermit's Remedy
Sun Talisman
Warrior Wrist

Before entering the Valley of Kings itself, first take a look to the left of the entrance, where there is a Kunos hiding a treasure chest. Destroy the Kunos, and you'll be able to claim an Empty Bottle from the chest.

When you first enter the Valley of Kings, you'll come face to face with a Fafnir. This, like most of the enemies in this dungeon, will not die when defeated, but rise again after a few seconds. It's probably best to just avoid them for now. Run past the Fafnir, and a bunch of slug-like enemies, the Grievers, will drop down on you. You can actually defeat these, so feel free to do so.

To the right lies a gap that you can bridge by pulling the lever at the edge. You can drop off the bridge to the lower level, so if you want to cross the bridge just be careful not to fall off. In any case, after you cross the bridge and enter the next area, you'll be headed down the stairs into the next level too.

At the bottom of the stairs there is a Danbol statue who will constantly shoot fireballs at you. These can be attacked, but like the Fafnirs they won't die. Stop to collect a treasure chest near the foot of the stairs to obtain Energy Stone x2, then continue.

The room directly across contains a whole host of Danbols, but is worth risking your life to go in and collect a **<Frost> Manual** from a chest. Dana can learn the skill "Ice Age" from this.

Continue down through the door at the end of the hall. As you proceed, you'll arrive at a cross, at the center of which is another Force Garmr. To the west, there is a door that is locked, and to the east there is a treasure chest containing another Energy Stone x2.

You can take the staircase leading down from this treasure chest to go into the depths of the Valley of Kings and collect two more treasure chests - containing a Dragon Jackpot and a Hermit's Remedy. They are guarded by Force Garmrs, which, once again you can't kill, so just collect them and head back up through either staircase.

Back on the lower level, you can head to the end of the long hallway and continue until you reach a staircase leading back up to the first level. There's another lever here you can use to open up a bridge back to the entrance as a shortcut.

Then go through the door next to the door you just came out of to find a staircase leading to the upper level. Continue on until you reach an exit that puts you out near a treasure chest containing another Energy Stone x2.

Continue along the floor, taking care not to fall off the edge, until you reach another lever next to a gap. Pull it to make the bridge appear and go across. Go left to find a treasure chest containing Burn Medicine x3, then continue right until you reach a Crystal.

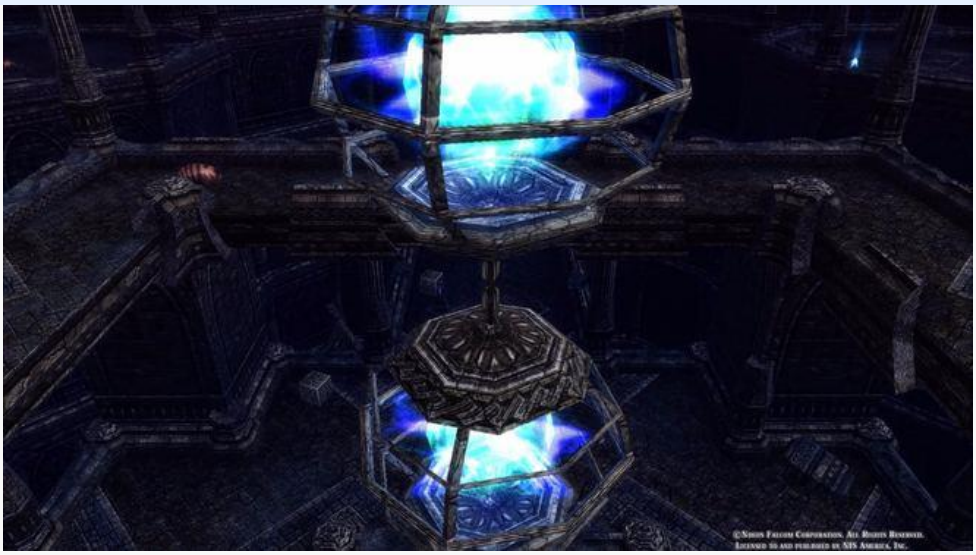
Before going through the room next to it, if you look over the edge of the floor, you should see a treasure chest directly below resting on a very small chunk of stone. To reach it, you will have to jump very precisely to land directly in front of it. If you can do this accurately, you will be able to obtain a Pyrios Stone from the chest, which may be helpful in the upcoming fight.

Finally, go through the door next to the Crystal. You might expect to fight a boss as soon as you enter the room, but you can cross safely to the small chamber beyond where a treasure chest waits. The chest contains a **Purifying Bell**, an Adventure Gear which will allow you to vanquish undead enemies now. Equip it, and cross back into the previous room. This time, a fierce boss will appear!

Boss Fight: Doxa Glier

<Glorious Risen Warrior> Doxa Glier

The fight with Doxa Glier will be a long trial. This boss has many flame attacks under his arsenal, from breathing fire, to shooting flames with his sword. Flame resistant gear, like the Pyrios Stone, and plenty of burn medicine is recommended here, because the burn status effect will kill you before Doxa Glier even slashes you with his sword. When he unleashes his fire breath, instead of running to the left or right of it, instead run as far in the opposite direction as you can, because the range is short and it's a lot easier to avoid this way. If you can, get around in back Doxa Glier to slash at him while he is breathing fire, but only if the opportunity is good because otherwise you will get caught in the cross fire. Don't let your guard down with the fire balls either, because sometimes they will hone in on you. The easiest time to attack him is when he is just using regular sword attacks because you can easily avoid them and pull of some Flash Moves. Keep on attacking him in between avoiding moves until Doxa Glier is vanquished!



Your next move after defeating Doxa Glier is to head down to the depths of the Valley of Kings and defeat four Force Garmrs down there. This will release their cores, which will each float to the chain balls hanging through the building's center. After all four balls are glowing, the locked door on the lower level will now be open to you!

Beyond the door, you will encounter a set of giant statues with the faces of those strange statues engraved on them. From the staircase, jump onto the ledge to the right, and go around the corner past a Danbol to reach a pair of the strange statues above the doors. There is a lever at the base of each of these you can use to rotate them. The goal is to have both of them facing forward, in the same direction the faces on the doors face. Rotate each accordingly, and the doors will open.

Before proceeding, climb the other staircase and head across the narrow ledge to the other side. Here you can jump across the gap to a treasure chest containing a Dragon Stone. If you happen to fall before getting it, you can always rotate the statues again to close the doors so you have a way back across.

In the next set of room is another set of doors with the engravings facing each other. You may have guessed by now that this is the way the statues should face too! Before rotating the statues though, first cross the gap the doors cover and collect a Ripe Mangoh from a chest. Then rotate the statues and go through to the next room.

The statues for the next set of doors will need to be facing opposite each other to match. You can make your way up the staircases on the left and around to the right to find more narrow ledges leading across the gaps. You can cross these to collect two treasure chests, containing a Great Tree Branch, and a **<Wind> Guide**, which will grant you an additional Adventure Gear slot! Rotate the statues and go into the next room.

This final statue has a giant pillar in the center of the room which features four engravings. There is a statue in each corner that, when rotated to match the engravings on the pillar, will release a ball of energy into the chain balls in the center of the room.

First, you should see a chest resting on a narrow ledge off to the left. You can collect Burn Medicine x5 from this chest. Then, drop down to the right and climb up the staircase and gross the gap to reach the first statue. Rotate this to match the engraving across from it.

Jump back to the center walkway, and this time cross the narrow bridge on the far right side of the pillar. Once across, around the corner, there will be a chest containing a Hermit's Remedy. After collecting it, climb the stairs and rotate the next statue.

You can also double jump up to the next stairs and cross the narrow bridge to find a chest with a Sun Talisman inside.

The left side of the room is quite straightforward; simply make your way up the left staircases and rotate the two statues accordingly. The treasure chest in the lower right corner of the room can be accessed via the floor just above the lower right statue's level. You will need to skillfully jump across the gap to reach it. If your double jump isn't enough, pressing the "L" button immediately after double jumping will give you an extra leap to get you there, where you can pick up a Warrior Wrist.

Once all the statues are rotated correctly, the door next to the Crystal will open and you will finally face the main boss of the Valley of Kings.

Boss Fight: Basileus

<Tyrant of Unending Night> Basileus

Your fight with Basileus first starts off against his minions; the Vallesdominus which appear to be dragon skulls. You will have to defeat enough of them to release their energy into the chain balls

above the room. Once the chain balls are all filled up, a bridge will appear to the center and you'll be able to fight Basileus himself.

Basileus has a range of dangerous attacks, from attacking with his staff, to releasing balls of energy and fire balls. The Vallesdominus will be hanging around, but you can ignore them. You can even use them to your advantage to trigger Flash Moves to use against Basileus. Perhaps most terrifying is when Basileus summons meteor like attacks, which do massive damage and are nearly impossible to avoid. You can trigger Flash Moves to escape them if you time it right, however. While his attacks are fearsome, Basileus's fortitude is overall less than Doxa Glier's, making him a much less time consuming opponent to defeat.

Following the fight with Basileus, you will be rewarded with a Fuel Stone. Continue on to learn the ancient truth... following the cutscene, Little Paro will arrive with a summons to Castaway Village - the Village is once more under threat of raid! Return to the village for the close of Chapter 5.

To the Summit

At the start of Chapter 6, Castaway Village is once again under siege - this time even more so than usual. After completing the mandatory raid, the villagers will undergo constant raids for several days. At this point, even though they can't really spare anyone, they make plans to send Adol and crew to the summit of Gendarme to search for what could be causing the abnormality. When you're ready, head to Gendarme's summit.

From the summit, you will easily be able to see the source of the island's troubles - an ominous fog is emanating the Great Tree. Naturally, the thing to do is go there. Unfortunately, all the warp points are disabled for the Great Tree's surrounding area, so you'll have to hoof it.

As you make your way down the Great Mountain Path, be prepared to face more Ancient Species than normal, including a fierce Dictidatus within the tunnel which is aglow with the flames that radiate from inside it. You can choose to fight these creatures, or rush past them.

Into the Fog

Once you exit the Mountain Path, go through the gate on Temple Approach and through the gatehouse. A familiar scene uncovers as your party traverses through the fog on the bridge... and eventually Adol will end up by himself. You may want to equip Adol with any burn-resistant gear, because similar to the scene with Dana on the foggy bridge back in her era, a boss fight awaits.

Boss Fight: Le Erythros

<Mystical Red Fog Beast> Le Erythros

Adol will have to face this challenger on his own. As soon as the battle starts, Le Erythros will cover the arena in pools of flame, limiting the area you can walk on without taking damage or getting burned. At the start, Le Erythros doesn't have too many powerful attacks, but this limited area makes him a problem to deal with all the same, especially alone. For the most part, you can stay close to him and just dodge his attempts to stomp on you. His weak spot is his head, so slash at that as much as you can. Only back away when he prepares to shoot fireballs from his head, and be prepared to run around until they extinguish themselves, since they will try to chase you.

For the second half of the battle, the ring of flame pools disappears, and this time Le Erythros randomly spatters the arena with them, making them even more tricky to navigate. For the most part though, this half of the battle should proceed the same as the first. Just be aware of Le Erythros's most powerful attack - the meteor shower he unleashes upon you, from which you will be hard pressed not to be hit at least once or twice.

Following the boss fight, Adol will rejoin the others- back at the gate. The mysterious robed character among a host of otherworldly characters also makes a reappearance, and a cutscene ensues.

Once the robed character's company departs, the Crystal nearby starts glowing, so Dana decides to take a look into the past...

Dana: A Painful Decision

Eternian Quests
Hunt Dragon Species 3
Blessing the Withered Land
Release Fairy Serrene
Hall of Frost - Open Innermost Door

As we return to Dana's timeline, Dana and Olga will decide that Dana needs to go off to the Seren Garden next, in the hopes to uncover some secret there. As soon as Olga leaves you, make your way through the southern districts. Dana needs to find a way to the central district, but the normal paths are barred by guards.

You can find a secret path to the central district in the form of some collapsed rubble near the market. Climb it, and Dana will arrive in the center safely.

The next destination will be the temple gate on the path to Seren Garden. As you move through the central district, Dana will be struck by a sudden premonition.In this moment, Dana will be surrounded by angry people, including Rastell. Luckily, Rastell will hear Dana out, and defend her so she has a chance to escape.

Dana will meet up with her handmaid, Atla, and another cutscene will occur with a gathering of the nuns and professors. Afterward, Danna will set off on the **Old Ganna Approach**.

The Old Ganna Approach leads back into the Rodinia Path, from which the northern exit is now clear of guards. Dana will now be able to exit onto the **Private Road**.

Private Road

On this road, there are Dragon Species, as well as regular monsters to encounter. There are a couple points of interest as you make your way along this road; the first being a giant Dragon Species known as the Magirodox waiting in the southeastern branch. The poor beast is injured, but unfortunately Dana will have to defeat it so it doesn't endanger the capital. The fight should prove easier than previous quest for hunting Dragon Species, since the beast is mostly stationary and susceptible to Dana's Icarusian style. While it can slash Dana with its tail, the tail is the easiest target since it is capable of breathing fire. Once defeated, Dana will have completed the Eternian Quest **Hunt Dragon Species 3**.

In the next area, further up the road, there is a dried up lake. Dana will quickly identify the source of the problem - a piece of meteor is blocking the water from flowing. Approach the meteor and have Dana use her Energy to clear it, and you will have completed the Eternian Quest **Blessing the Withered Land**.

Note: Eternia Hill

By restoring the river, a new location via Rodinia Marsh will now be available in Adol's Era - Eternia Hill! Be sure to check it out when you return.

Upon entering the Valley of Kings, you will see an Energy Distortion up ahead. Before rescuing the fairy inside, you will be set upon by a troop of Sheilavelval Dragon Species. Defeat them, then rescue the Pledge Fairy Serenne. This should be the final fairy to rescue. Dana will be granted with Serenne's power, which will enhance her Luminous style; notably, the burn effect will be added to attacks.

Before proceeding with the main quest, you may want to stop by the Sanctuary once more, since you should now have gained enough Virtue to clear the door beyond Hall of Frost.

Hall of Flame

Treasure
Energy Fragment x100
Medicine

Defense Elixer
Energy Fragment x100
Strength Elixer
Energy Fragment x100
Life Elixer
Defense Elixer
Strength Elixer
Full Medicine
Eternal Gauntlet
Blue Wind Staff

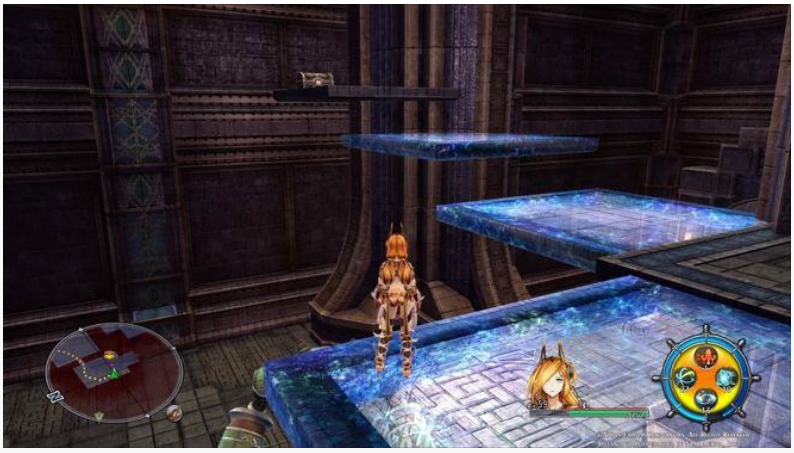
Once Dana has acquired enough Virtue, you can go through the door behind the Monolith in the Hall of Frost to arrive in the brilliant Hall of Flame.

First make your way down either set of staircases. Once you reach the bottom, you will immediately be set upon by familiar enemies. You can defeat them, then stop by the room underneath the stairs to pick up Energy Fragment x100 from a chest.

Then head to the right and jump over the lava river. Be careful not to fall into the lava, because even in Luminous style you will sustain damage and may receive a burn status. Be sure to pick up a Medicine from the chest before heading through the door to the next area. Here, first go through the door on the right to pick up a Defense Elixer from the treasure chest, before proceeding through the left door.

Be wary of both the Imisdute and the Spitzer Ire as you make your way up the stairs and into a room with a shield-bearing Shivalva.

Past the Shivalva, there is a room on the left surrounded by a pool of lava. You can use Luminous style to discover some invisible platforms you can jump on to retrieve Energy Fragment x100. Then proceed to the previous room and head through the remaining door.



In this room you can also use Luminous to discover more platforms leading to a treasure chest containing a Strength Elixer. Then proceed past the Imisdute and through the next door.

You'll find yourself on the other side of the main area with the giant Crystal rising from the middle. Continue on through here. There's a chest containing another Energy Fragment x100 from a chest as you go, and you can also double jump across the lava to the south to claim a Life Elixer from another chest. After collecting the treasure, head through the door at the end.

There are two branches leading from this room as well. First jump across the lava gap, in Gratika style if you need to get through the Torumuvega's wind, and then double jump across the lava gaps to the the end where you can collect a Defense Elixer from a chest.

Return to the previous room and proceed through the remaining door. Here, climb the left staircase and defeat the three Torumuvegas to collect a Strength Elixer from the chest behind them.

Head through the center door below the stairs in Luminous form and cross the hidden platforms across the giant gaps of lava. In the next room, you'll be able to jump across the lava to grab a Full Medicine from a chest to the left of the Imisdute you encounter.

Then continue up the stairs to the right and keep climbing through a couple waves of enemies until you encounter a Crystal. Beyond, a fight with another of the Sanctuary's guardians awaits.

Boss Fight: Blasphima

<Sturdy Blood-Red Shield> Blasphima

Blasphima starts off wielding a shield, so your first task is to smash it up in Gratika style. Though, you may not actually want to, because once the shield is destroyed, Blasphima's sword is set ablaze and ready to do some massive fire damage, as expected of the guardian of the Hall of Flames. Because of this, it may be best to fight in Luminous style since not only is Blasphima's sword on fire, pools of fire will also be spread across the ground as he swings his sword. You'll still take damage if you step in these, but you will be less susceptible to burns. The tricky part is just to navigate around these fire pools to strike at Blasphima. Once in range, the way Blasphima wields his blade makes it a bit easy to pull off some Flash Move/Flash Guard combos to dish out a lot of damage in a short amount of time.

After Blasphima is defeated, a treasure chest will appear containing an Eternal Gauntlet. After picking it up, move to the Monolith in the next room to receive more history.

Curiously, beyond the Monolith, there is no door, but rather a circular shape on the floor bearing orbs similar to that of the previous locked doors. There is also a final treasure chest, containing a Blue Wind Staff. Collect this, then return to the surface to continue the journey to the Seren Garden.

Seren Garden

Beyond where you rescued the Fairy Serenne awaits the Seren Garden. Once inside, examine the slate on the ground to read the inscription and initiate a cutscene with the four "Protectors", who will join Dana, and ultimately witness the choice Dana makes before returning to Adol's era.

Lonely Island

Treasure

Monolith Fragment

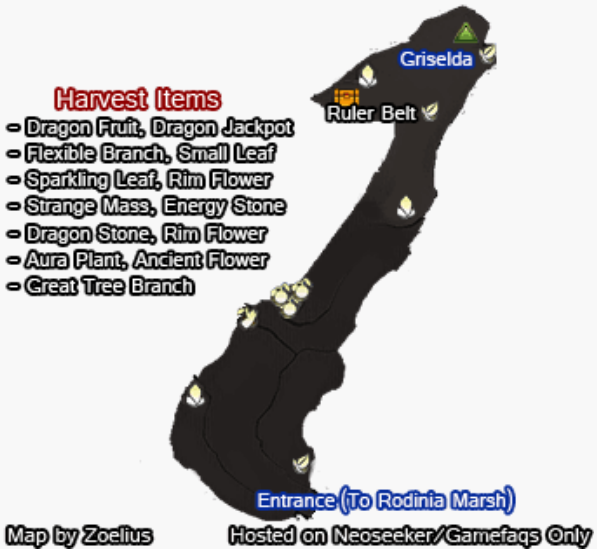
Once back in Adol's era, before making your way to Seren Garden, you may want to look around for some additional castaways and locations. At this point in the story, a green location point should have appeared on the Nameless Shore. Head there for a surprise - you'll find the remains of the dinghy that Sir Carlan took! The village will fix it up and you'll be able to sail it to a small island known as the **Lonely Island**.

As soon as you arrive, you'll discover the special location - the **Magna Kalpa**. And just off theshore, you should see a glowing point revealing the location of an **Engraved Pen** gift item.

Within the Magna Kalpa you'll find a solitary chest containing a **Monolith Fragment**. This is needed for a quest later on, so be sure to pick it up.

And - just around the back of the tree lies a shapeless form, which the party first amusingly mistakes for a giant pikkard - the form of Sir Carlan! The group will return him safely back to the village... unfortunately, it doesn't seem like his trials have done anything to improve his demeanor.

Eternity Hill



Treasure
Ruler Belt

If you completed the the Eternian Quest **Blessing the Withered Land** back in Dana's Era, a new route via Rodinia Marsh should have opened up. Head to the end of the marsh and take the furthest fork across the river to enter **Eternity Hill**. This hill is full of the most Ancient of Species, Magirodox, and also the fiery Dictidatus. Fight them, or just proceed to the top of the hill.

Near the top, there is a treasure chest containing a Ruler Belt resting on top of a rock.

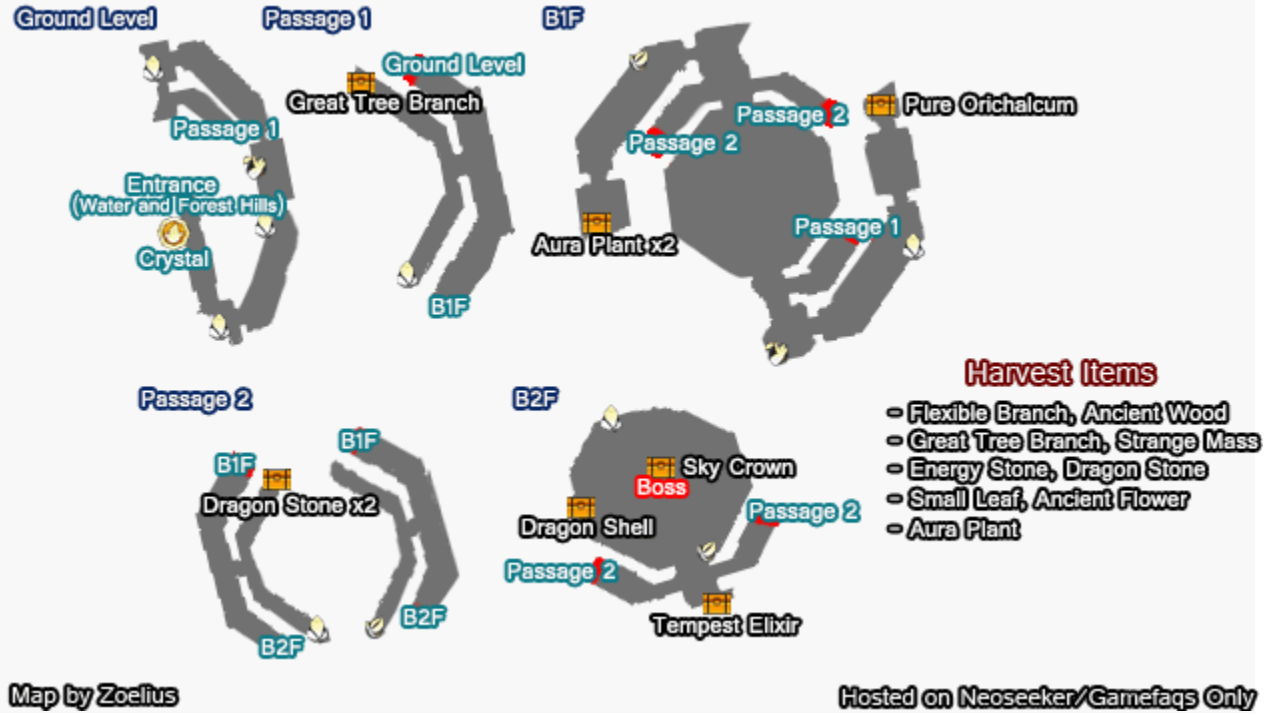
Further on, you'll discover a new special location - the **Ancient Hero's Grave**, as well as a new castaway named Griselda, who will join the village. With a full village, you may want to check out one more location in the Water and Forest Hills before proceeding to Seren Garden.

Water and Forest Hills

Treasure
Dragon Scale x2
Bolt Bracelet

If you have 24 people, take the time to visit the ruins in Water and Forest Hills that is accessible by double jump. Once in this area, if you haven't already, climb the vines and pillars up the ruins to claim Dragon Scale x2 and a Bolt Bracelet from the two treasure chests. Then when you're ready, call your entire village to do an assist request to clear the gravel. Once clear, you'll be able to enter the dungeon **Silent Tower**.

Silent Tower



Treasure
Great Tree Branch x2
Pure Orichalcum
Aura Plant x2
Dragon Stone x2
Tempest Elixir
Dragon Shell
Sky Crown

Within the Silent Tower you'll encounter the bat-like Chuchu Vatsa, and some enemies that may look similar to those you've fought in Dana's era - the Zeno Attaka. Be mindful of them as you make your way through the first corridor and to the staircase at the end.

Below the stairs, check the inner hallway for a treasure chest. It's guarded by quite a formidable foe, the Mata Maguff. This is a tough one to crack, but Ricotta and Sahad's attacks are effective against it. The chest behind it contains Great Tree Branch x2. Collect it, then continue down the next set of stairs. First go around the corner to the right and past a Mata Maguff to find another chest. This one is pretty important, since it contains **Pure Orichalcum** which is needed for the quest **Shining Armor**.

Then continue on through the remaining area. You'll reach two sets of staircases leading down, but first follow the hall just past them to pick up Aura Plant x2 from a chest.

First head down the western staircase, and you'll come across a chest containing Dragon Stone x2 in the inner hallway. Proceed further down the stairs and check a small crevice to find a Tempest Elixer in a chest.

Further down the stairs, there is a singular chamber where there are two final treasure chests. Before you are able to claim them though, you'll have to survive an encounter with Mephorashmoo, the powerful guardian of the Silent Tower.

Boss Fight: Mephorashmoo

<Powerful Awakened Embryo> Mephorashmoo

Mephorashmoo is as powerful as he looks, so it is highly recommended to have your party be at least level 65+ and have the best defensive equipment equipped before attempting to fight it. It is faster than you can run, even with the Gale Feather equipped, so you will be unable to avoid a pummeling from his fists. He also emits blue orbs of energy which are hard to avoid as well, and can even turn himself into a spinning shield to crush you. You're going to be hit regardless of what you

do, so avoid his attacks as best as you can but don't waste too much time running, or you'll just take more damage and get nothing accomplished. Bring power users Ricotta and Sahad with you and just smash him up with your most powerful abilities possible, and try to pull off Flash Moves/Guards when you can.

Once Mephorashmoo is defeated, you will be able to open the final two chests to obtain a Dragon Shell and a Sky Crown, an accessory that will allow you to survive death with one HP once. It might have been handy in this battle. With that finished, all that's left to do is head to Seren Garden to continue the main quest.

Seren Garden

When you're ready, head to the Valley of Kings to find Seren Garden. Just as with Dana, you will once more meet the Protectors and a brief conversation will be held between the two parties. They will request that Adol's company head over to the Great Tree.

As soon as you get to the Great Tree, the fog will clear, allowing passage. But, before you can enter, Little Paro should appear with a summons to help out in a raid. This raid is not mandatory, but you may want to participate in it because some new quests will be unlocked, as well as an **Endless Raid** which will be added to the Interceptions. Once quest that you may want to look out for, as it doesn't appear on the bulletin board, is one from Dana: **Friend's Will**. She should have a quest icon above her head, so be sure to talk to her to initiate this quest.

Once you're ready, return to the Great Tree and approach the back of it. A mysterious voice will address Adol, and a warp point leading to **Lofos Hill** will appear. Approach it to be transported to the hill.

Lofos Hill

Your goal here is to traverse various corridors and destroy the "steeples" to unleash the notions they contain. After the cutescene, proceed to the right and into the Ocean Corridor. Along the way, you'll encounter a few Vala Menua which are paralytic but otherwise aren't too threatening.

As you travel down the path, you'll arrive in a small arena where a Corridor Guardian - the Seinvalle Guardian will materialize. Defeating it will reveal your path forward. Head back the way you came and this time take the new path has been opened up.

Along with the Vala Menua will also be the bulkier and equally paralytic Vala Marut. Past them, at the end of the path, there is a barrier blocking the way, so proceed to another arena and defeat the Superiol to open a new path.

Continue on in the same manner and fight the Corridor Guardian Abyss Plume to open another path.

The path beyond this guardian leads to an iridescent crystal. Upon examining it, Adol's crew will be transported to a beautiful ocean world - the Ocean Corridor.

The Ocean Corridor

Treasure
Bait x10
Pure Orichalcum

Stick to the coral path here; if you fall into the ocean even with your Adventure Gear equipped, you'll take damage as if you fell off a cliff.

At a bend in the coral path, be sure to look for a treasure chest lying slightly underwater to obtain Bait x10, and another further on to obtain the rare Pure Orichalcum.

At the end of the first path, you'll find the first steeple - a giant crystal structure that looks too beautiful to destroy. As the group ponders how to go about destroying it, a leviathan suddenly leaps out of the sea! It looks similar to the protector Hydra and indeed shares a similar name. Prepare to defeat it.

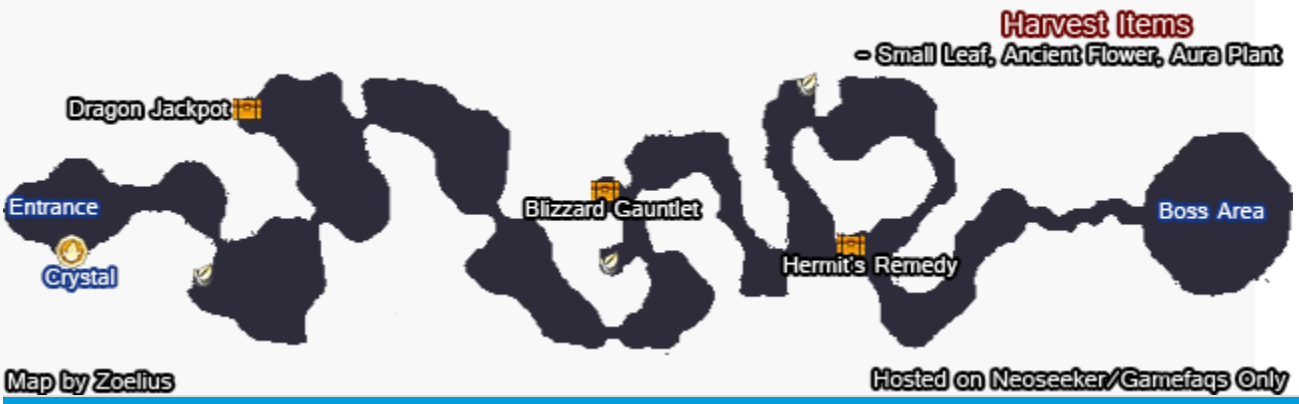
Boss Fight: Animus Hydra

<Passion of the Dawn-Fearing Hermit> Animus Hydra

Even though you're limited to a ring of land for this battle, it does not feel like you are limited in movement. Animus Hydra himself is actually not so challenging compared to previous bosses you've faced, so the main goal is just to attack him as much as you can while he is on the ring. Occasionally he will dive into the water, and you'll face a barrage of Zanvis monsters while waiting for him to reappear. The one thing to watch out for is when he unleashes a jet of water, which you can easily jump over.

Following the fight, notions will shatter from the steeple and Dana will sense the tree in the Garden of Seren growing. Hydra will appear, and after a conversation with him, you'll find yourself back in Lofos Hill with a new corridor open to you. Continue straight ahead to arrive in the Ice Corridor.

The Ice Corridor



Treasure
Dragon Jackpot
Blizzard Gauntlet
Hermit's Remedy

The Valo Menua and Valo Marut enemies along the Ice Corridor are similar to those of the Ocean Corridor, only they inflict the freeze status.

Continue along this passage of Lofos Hill in the same manner as before, defeating guardians Dianafrog, Chronotylan, and Brightisoul before finding the crystal that will take you into the Ice Corridor.

Like the Ocean Corridor, the Ice Corridor's path is straightforward; just be careful not to get knocked off the cliff edges by the minotaur-like Giganess monsters as you go.

There's three treasure chests to collect on this path - Dragon Jackpot, Blizzard Gauntlet, and Hermit's Remedy - before you arrive at the second obelisk steeple at the end. If the Giganesses are any indication, the guardian you'll be fighting at this steeple is an incarnation of Minos's notions.

Boss Fight: Animus Minos

<Roar of the Ice Age King> Animus Minos

Animus Minos may prove a tougher fight than Animus Hydra, since his attacks are much more powerful and it's dangerous to get within close range of his fists of fury. It's dangerous to be far away too, since he can make spears of ice explode out of the ground, which are hard to avoid. If you can time your Flash Moves properly around his fists though, you should get some good opportunities to unleash your own fury on him.

Like before, after the fight the notions will be released from the steeple and the real Minos will appear for a brief chat. Then you'll be transported back to Lofos Hill for the next part of your journey.

The Insect Corridor

Treasure
Dragon Jackpot
King Pumpkin Seed
Violet Bookmark

The third part of your journey through Lofos Hill proceeds exactly as the others, except with only two guardians and poison enemies this time.. Make your way through the corridor, battling guardians Odileback and Paradiasage until you arrive at the crystal which will transport you into the Insect Corridor world within a dense tree.

There are large Pulgetcha insects that will charge at you as you make your way through the tree, but perhaps more worrisome are the smaller Elpions, who shoot large projectiles that will splatter around you. Be wary of these as you go.

There are three important chests to pick up as you make your way through the tree. One contains a Dragon Jackpot, and the other two contain a new seed for the farm as well as a gift item - the **King Pumpkin Seed** and a **Violet Bookmark**. Collect these as you head towards the third steeple and encounter the third guardian.

Boss Fight: Animus Nestol

<Temperance of the Species Queen> Animus Nestol

You'll want to make your fight with Animus Nestol a quick one, because as the battle goes on, she will periodically make holes in the floor, limiting the area you can stand on. Animus Nestol uses primarily ranged attacks and likes to hang around on the edge of the arena or above the holes, making her hard to hit safely. Hummel's gun can help alleviate this problem, and any ranged abilities you have. Using double jump attacks also helps to land a lot of hits in succession, just be careful you land safely on the ground.

Following a brief encounter with Nestol, the party will be transferred back to Lofos Hill and the path to the final corridor will be opened up.

The Celestial Corridor

Treasure
Hermit's Remedy
Pure Orichalcum
Dragon Jackpot

The two guardians you'll face on the path to the Celestial Corridor are the Deathmagazel and the Duskvazza, which is similar in form to the very first boss you faced on the island. Defeat them, and the path will lead right back to the entrance of the Lofos Hill, where a new crystal will be waiting to take you into the Celestial Corridor as well.

The path through the Celestial Corridor is a bit different. As you travel through it, you'll encounter blue rings of energy, which will lift you up into the air when you step through them. When you find the first one, you can use it to raise you to a platform where a treasure chest containing a Hermit's

Remedy lies. Before you can get to the treasure chest, you'll have to leap through the moving orange diamonds. Be careful not to run into them, or you'll take damage.

The enemies are a bit nasty in Celestial Corridor, the Palejenni in particular. It creates a black orb which sucks you in and inflicts blindness. Try to destroy it quickly as you move along.

Towards the corridor's center, there is another energy field which will lift you up to a chest were you can obtain more Pure Orichalcum, as well as one towards the corridor's end which you can take to collect a Dragon Jackpot from a chest. You can go through a final energy field to arrive at the final steeple, and the final protector's notions.

Boss Fight: Animus Ura

<The Dancer's Sealed Despair> Animus Ura

It should come as no surprise that the fight with Sarai's notion will be the toughest one of the four. Not only does she have more HP, but like the Palejenni, Animus Ura can conjure black holes; only these ones are massive. Ura will also often be surrounded by black crystal-like objects known as Zions. These are not really a threat, and easy to destroy as you are attacking Animus Ura, but just be careful of coming into contact with them so you don't get frozen. At times, Animus Ura will also conjure some pillars which emit lasers in a criss-cross pattern, so be careful not to come into contact with them either. Like the previous protector's notions, this fight is still not as challenging as previous boss fights, so just avoid all the obstacles and you should be fine.

Naturally, after the fight, Ura herself will come to greet you. Now that you've released all the notions, she will direct you to return to the Seren Garden and receive the power there. Once you do so, you can return back to meet Sarai at Lofos Hill, where the Hall of Decisions will be opened. Before proceeding directly there, however, you may want to return to the village one last time. Once you arrive, the village's Crystal will begin glowing and you'll get to have another look into Dana's past. The bulletin board should also be updated and there will also be new interception and suppression battles for you to take part in if you choose.

Dana: White Memory

Eternian Quests

Appreciation Flower

The Eternian Capital has been shrouded in a white cloak of snow. Dana has returned after three months, and is doing what she can to help out the remaining citizens. After Dana arrives at the palace with Rastell, first have her approach the throne area to initiate a cutscene with Olga.

After talking to Olga, Dana will decide to walk around the city a bit. As soon as you cross the bridge, you'll meet Io again, who says she will be waiting to talk to Dana in the Underground Sanctuary. Before heading there to meet her however, first stop by the palace again, and find Atla in a room filled with coffins of the departed.

Atla and the nun with her regret that they cannot provide a flower for the Energist Odo, so Dana agrees to help find one. You'll find a flower in a corner of the western district. After picking it, have Dana bring it back for Odo to complete the Eternian Quest, **Appreciation Flower**.

When you're ready, head back to the Hall of Flames in the Sanctuary. As you approach the Hall of Flames Monolith, Dana will be surrounded by every fairy she rescued. Before they depart, they will grant her one last gift - they will give their power to Dana's Edel Sphere blades, and she will receive the **Fairy Ring Celesdia** blades. After they leave, go beyond the Monolith and examine the circular relief to enter the final dungeon - **Sanctuary - Final Trial Hall**.

Sanctuary - Final Trial Hall

Treasure
Burn Salve x3
Full Medicine
Energy Fragment x100
Remedy x3

The Final Trial Hall is simply a large hall featuring enemies of every type you've encountered thus far. Battle through each stage of them in the different styles Dana has acquired until you reach the four treasure chests containing Burn Salve x3, Full Medicine, Energy Fragment x100, and Remedy x3. Go beyond the Crystal and prepare to face Dana's final Sanctuary challenge.

Boss Fight: Io

<Unleashed Innocence> Io

Io will put to the test everything Dana has undergone so far. Just like Dana, Io has also received the Fairy's blessings, and she also possesses Gratika and Luminous forms. You will need to use all three forms also to get through this battle.

The most dangerous things to watch out for from Io is her fire breathing in her regular form, and her stabbing attack in Luminous. By this stage you should have learned that burns are lethal, so you should avoid the flames at all costs. When Io is in Luminous form, she stabs like lightning, so it's all you can do to avoid these attacks.

In general, whatever style Io is in, it's best to match her style with Dana's own, unless you want to try to resist burns with Luminous form while Io is in her regular form. Your attacks will be most effective if you're using the same style Io is, and you'll be better equipped to face her too. While both Io and Dana are in Gratika style, Dana will be able to take a lot more damage so you can just get up close and let Io have it. While Io is in Luminous style, so should Dana in order to keep up with her blinding speed.

Io's weak spot, like other dragons, is her head, so you should be aiming for this whenever possible. Especially when in Icarusian and Luminous style, you should try to focus on aerial attacks aimed at her head; this will help you avoid some damage too. While in Gratika, Io's head is lower to the ground, so you can just smash it with Dana's staff as much as possible.

After the fight, Dana will have a conversation with Io, followed by a long cutscene before we return to Adol's era. In Adol's era, **<Eternian Mode>** will now be added to Time Attack. Additionally, the **Sanctuary Ruins** dungeon will be available for Adol's era.

Hall of Decisions

Treasure
Strength Elixer
Defense Elixer
Life Elixer

As soon as you return to Lofos Hill from Seren Garden, the Hall of Decisions will now be opened to you. Set forth, and be prepared to face what lies within...

A gigantic Ancient Species is prominent as soon as you enter the Hall of Decisions. Before you can fight it, however, you'll have to face the intimidating Hanmourphe and the tiny Molx along the path first. The path is straightforward, and you can also pick up a Strength Elixer, a Defense Elixer, and a Life Elixer as you go. Once you arrive at the boss, if there is anything remaining that you need to take care of, be sure to take this opportunity to do so before approaching it, because there will be no turning back from this point.

Boss Fight: Theos de Endogram

<Providence of Evolution> Theos de Endogram

Theos de Endogram is so large the fight with him actually takes place in several parts. For each part, you'll get the opportunity to swap out teammates as the platform you're standing on raises higher.

At the lowest level, you'll first be dealing with his tentacles, which he will try to slam down on top of you. It doesn't take much to destroy them though, so just avoid getting squished and defeat all of them.

For the next part, magenta crystals will be released from Theos de Endogram's abdomen. These crystals emit paralyzing waves through the floor you're standing on, which makes this level a little trickier to deal with. Your task is to defeat each crystal until the magenta core is released, at which point attack it with all your might while avoiding the bubbles coming out of it.

The platform will raise to Theos de Endogram's chest level for the final part of the battle. The goal here is to attack the core sticking out of his chest, which will turn red when damage is most effective against it. It will be hard to strike the core because Theos will be moving away from the platform you're stuck on a lot. Use aerial attacks on the core when he gets within range, unless Theos conjures a red fence of sorts above you, in which case just slash him as best as you can from the ground. The worst thing to prepare for is when Theos unleashes a breath of blue fire upon you, which is unavoidable and you will take major damage. You'll be able to tell when he is preparing it when he backs away and starts sucking in air. At this time, if your party is low on health, it may be a good idea to eat some food so you can withstand the force of the fire.

Upon destroying the core, Dana and Adol will perform a final EXTRA attack, destroying the providence.

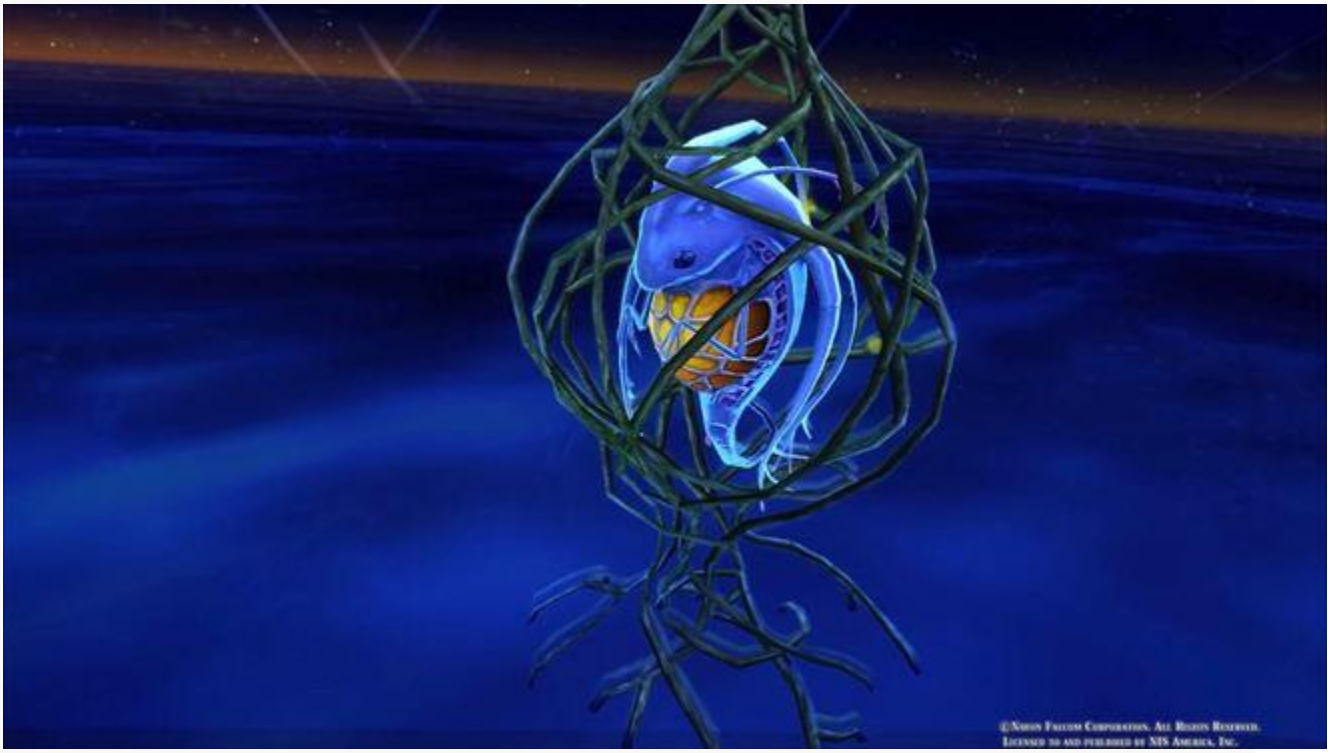
Following the providence's defeat, a cutscene will ensue, signaling the end of Chapter 6.

Following the events at the end of Chapter 6, Adol will wake up in Castaway Village, though something seems... off, and Dana is missing. To get to the bottom of what's going on, to start with, have Adol talk with all of his companions. After that, Adol will decide to go back to the Great Tree. If you open your map, it is the only place you can teleport there. Head there, and Adol will be joined by the others and a cutscene will follow.

After the cutscene, if you unlocked the game's "true" ending by having 200+ reputation points (150+ for Vita), the way into the **Abyss of the Beginning** will be opened and you will be able to enter it. If not, the party will arrive back in Castaway Village and the game will end.

[True Ending] Abyss of the Beginning

If you unlocked the game's true ending, you will be able to enter the Abyss of the Beginning after meeting Maia at the Great Tree. Once inside, simply make your way to the light in the distance. You'll encounter some Vo Ards along the way; watch out for their poison. It may be a good idea to fight several of these since they drop a lot of healing fruit.



Once you reach the end of the circular paths, you'll find a Crystal before the light. Proceed past, and you will find a tiny baby dragon inside some form of cocoon. It will immediately start spawning waves of monsters, and each one you defeat will drain the dragon's health. Continue fighting them until the dragon's health is depleted. At this point, the baby dragon will be swallowed by a massive dragon, which appears to be its true form, and you'll have to face this dragon to move forward.

Boss Fight: Beginning of Life

<Origin of Creation> Beginning of Life

The important thing to look out for when fighting the Beginning of Life is the occasional tidal waves it will send through the water as it leaps around the arena. You can easily jump over these, so just be on your toes. The Beginning of Life's head is its weak point, so focus your attacks on that, being wary of it trying to swipe at you at the same time.

Once its first health bar has been depleted, it will unleash a massive fire ball which has the potential to destroy any character it hits, especially with burn status, so avoid this at all costs. At some points it will also surround itself with a protective force field, which you can destroy by attacking it several times.

The Beginning of Life can inflict all kinds of status effects, and towards the end of the battle it will be more prone to inflicting both blind and bleed at the same time, so be extra careful of this when fighting close to the dragon.

After the defeat of the Beginning of Life, another cutscene will follow, and end in Castaway Village. At this time, the ship is finally ready for departure, and you're given one last chance to talk to everyone before setting sail and ending the game.

How to Achieve the *True* Ending

Ys VIII features three endings - bad, normal, and true - which are obtained based upon Adol's approval rating with the villagers of Castaway Village. Here's a breakdown of how many points are required for each ending: **True Ending:** 200 points (PS4) / 150 points (Vita) **Normal Ending:** Between 74 - 200 points (150 points for Vita) **Bad Ending:** Below 74 points

Approval can be obtained in various ways; such as through completing Bulletin Board Quests, gifting items to villagers, and in some cases through story objectives. If you keep on top of your quests and gifting, there should be no reason why you aren't able to achieve the true ending.

Castaway List

A big aspect of your journey around the Isle of Seiren involves finding and recovering fellow castaways who washed up on the island after the wreckage of the Lombardia. With over 20 to meet, it's a task that will take you the entire game to find all of them! Make sure you don't miss any with the guide below.

Chapter 1		
Character	**Location**	**Relevant Chapter**
Laxia	Story	Washed Ashore
Captain Barbaros	Waterdrop Cave	The Waterdrop Cave
Sahad	Nameless Shore	In Search of Castaways
Dogi	Story	In Search of Castaways

Chapter 2		
Character	**Location**	**Relevant Chapter**
Alison	White Sand Cape	White Sand Cape
Sir Carlan	Raised Coral Forest	Raised Coral Forest
Kiergaard	Raised Coral Forest	Raised Coral Forest
Catherine	Distant Roar Shore	Distant Roar Shore
Sister Nia	Waterfall Limestone Cave	To Build a Watchtower

Hummel	Story	To Build a Watchtower
Dina	Sunrise Beach	Eroded Valley
Reja	Longhorn Coast	Waterfall Limestone Cave & Longhorn Coast
Aaron	Schlamm Jungle	Schlamm Jungle
Kuina	Story	Nameless

Chapter 3		
Character	**Location**	**Relevant Chapter**
Ricotta	Gendarme	Gendarme
Austin	Western Foot Plateau	Western Foot Plateau & King's Cave
Miralda	Water and Forest Hills	Surpassing Gendarme

Chapter 4		
Character	**Location**	**Relevant Chapter**
Thanatos	Eternia Capital Ruins	Eternia Capital Ruins
Silvia	Pangaean Plains	Eternia Capital Ruins
Dana	Great Tree Temple	Great Tree Temple

Chapter 5		
Character	**Location**	**Relevant Chapter**
Kashu	Toile Road	Toile Road
Ed	Nostalgic Cape	Nostalgic Cape
Franz	Vista Ridge	Return to the Marsh

Chapter 6		
Character	**Location**	**Relevant Chapter**
Sir Carlan	Lonely Island	Lonely Island & Eternity Hill
Griselda	Eternity Hill	Lonely Island & Eternity Hill

Bulletin Board Quests

Not only can you get rewards for completing quests from the Bulletin Board, but these quests also go towards the overall improvement of Castaway Village. Facilities will be upgraded and visual changes will be able to be seen. Your approval with the requester will go up also, so complete as many as you can!

Create Beds

Request	Sturdy Wood x3
Reward	Wood Shield

☆ Beds will appear in the dormitory

Storage Materials

Request	Murky Mucus x12, Light Bone x8

Reward	Beast Claw

☆ More items available in Item Exchange

Create Curtains

Request	Soft Fiber x2
Reward	Ripe Wall Nut x5

☆ Curtains will appear on the entrance to the girl's dorms, Laxia's HP will increase by 100, and Adol's HP will increase by 50.

Tailoring Practice

Request	Thick Hide x3
Reward	Gold Cape

☆ More options now available at Alison's Tailoring.

Hunt Hyuppers

Request	Eliminate Hyupper Swarm
Reward	Life Elixer

☆ You can find the Hyupper Swarm in an exit just off the first area of the Great Canyon Valley which leads back to the Nameless Shore.

Build Boat

Request	Lateka Resin x3
Reward	Leather Gloves

☆ You'll also receive Ripe Coco Palm x2 for this quest. The Lateka Resin is a bit tricky to find, but it can be harvested from stumps around Raised Coral Forest, Great Canyon Valley, and even Waterfall Limestone Cave. After that, you'll have a small boat for the village!

Night Mystery

Request	[Night Search] Raised Coral Forest
Reward	Rare Material Set - Gualanyga Pincer x2, Bullfrodon Mucus x2, Zaspion Tail x2

☆ After a thrilling adventure, you'll now be able to search the Raised Coral Forest whenever you like! I mean, if you really want to go through that again.

Delicious Meal

Request	Meuniere
Reward	Defense Elixer

☆ The recipe for Meuniere can be obtained in the beginning of Schlamm Forest. Not that Sir Carlan will ever be satisfied..

Pirate Booty

Request	Find the Pirate's Booty
Reward	<Sweet> Formula

☆ The Pirate's Booty is located on the Longhorn Coast around the ground around the special location **Beehive**.

Hunt Agiagila

Request	Hunt Agiagila
Reward	Strength Elixer

☆ Agiagila will be found on the beach of the Great Canyon Valley, west of the campsite.

Wishing Tree

Request	Find a tree appropriate for wishing

Reward	White Meat x10

☆ You'll come across the perfect tree as you explore Gendarme. It will be planted in the resting area, and you can view the wishes written by the castaways. Sahad's HP will be increased by 100, and Adol's HP will increase by 50.

New Medicine

Request	Sparkling Mucus x1, Sparkling Leaf x1
Reward	Impetuous Water

☆ Sparkling Leaf can be harvested in Gendarme and the Western Foot Plateau, while Sparkling Mucus is available from a chest on the Western Foot Plateau, or dropped by Hermitocons in the Water and Forest Hills. After completion, Impetuous Water will also be available at the clinic for mixing.

Prayer to God

Request	Escort Nia to the top of Weathervane Hill
Reward	Heal Potion

☆ Take Sister Nia to Weathervane Hill and escort her to the top. Nia will hang back to avoid damage, and you can easily go through and clear out all the enemies before returning to her so that she will follow you. She will also heal you if you ever need it. Along the way, Nia will shorten her skirt, which will remain like that even after the quest is complete.

Jungle Outbreak

Request	Complete Suppression of Schlamm Jungle
Reward	Ripe Mangoh

☆ The village will head to Schlamm Jungle to commence Suppression of the overflowing beasts. After this, you will have the option for Suppressions as well as Interceptions.

Test Prototype

Request	Defeat two Ancient Species with Gray Pauldron equipped
Reward	Dragon Pauldron

☆ Upon successful defeat of two Ancient Species at Gendarme, Aaron will reward you with the Dragon Pauldron. The Dragon Pauldron can now be crafted in the shop as well.

Newbie Pikkard

Request	Find the Runaway Pikkard
Reward	Eggplant x10

☆ Finding the pesky Pikkard will be a bit of a goose chase. First you'll find it near the docks on the village shore, then on the platform of the watchtower. Each time you try to talk to it, it will run. After the watchtower, it will run off into the dorms. There are two Pikkard dolls on the shelves on both the girl's and boy's side. The real Pikkard is on a shelf in the main common area in the center. Finally you can catch it and bring it back to the farm. As an additional reward for this quest, crop growth capacity will be increased so you can harvest more crops now!

A Gift For Master

Request	Bring a Ripe Mangoh to Ricotta's Master and complete a training session
Reward	Master's Skill - Spiral Dive

☆ Master Kong will be waiting at the Distant Roar Shore, beyond the blockage that requires 14 people to clear. Upon delivering the Ripe Mangoh, a "training session" will initiate, and Ricotta will have to beat him in single combat. Ricotta will learn the special skill, **Spiral Dive**, and her max HP will be increased by 100. Adol's max HP will increase by 50.

Nutritious Dish

Request	Primitive Meat x3
Reward	Recipe - Mushroom

☆ Primitive Meats are dropped from Ancient Species. You can hunt Zakkabalios on Gendarme, or harvest meat from the plentiful Pla Celsys monsters in Titisu Primeval Forest.

Gather Supplies

Request	Sturdy Wood x20, Thick Hide x20, Iron Ore x10
Reward	Bandit Bracelet

☆ Most of these materials are easily obtained from Harvest Points and common monsters. Simply collect them all and give them to Dogi to help preparations for the ship.

Moonlight Harvest

Request	Moonlight Herb x5
Reward	Moon's Tears

☆ Perform a Night Search of Gendarme to complete this quest. Afterward, Moon's Tears and Remedy will be available in Licht's pharmacy for mixing.

Hunt Graduna

Request	Defeat pack of Graduna
Reward	Defense Elixer x2

☆ You'll need to head to the same cave in Gendarme where you fought Avolodragil to defeat these creatures.

Take Back the Eroded Valley!

Request	Suppression Battle - Eroded Valley
Reward	Big Pearl x2

☆ Talk to Dogi to begin the Suppression Battle for Eroded Valley. Upon completion, you will be rewarded with two Big Pearls.

Voyage Charm

Request	Dragon Scale x3
Reward	Ripe Mangoh x5

☆ Dragon Scales drop from any Ancient Species. There's also a chest in Baha Tower which contains two of them. The scene that unfolds is quite touching...

Egg Delivery

Request	Deliver egg back to its nest

Reward	Energy Stone x5

☆ Deliver this egg to the Great Stone Vents to see it safely back into its nest. You will need the ability to double-jump in order to travel through the Vents. Upon completion, Hummel will be rewarded with a Life Elixer, and his max HP will increase by 100. Adol's will increase by 50.

Homeland Flower

Request	Find the Purple Bell Flowers
Reward	The gift of life

☆ The Purple Bell Flowers are at the end of the Nostalgic Cape.

Crimson Romper

Request	Hard Fiber x2, Sunlight Fang x1
Reward	Feather Boots

☆ This child's romper is quite the expensive clothing. Sunlight Fang drops from some of the most fierce Ancient Species; such as Valvalkia and Gigan Tyran. You should be able to handle Valvalkia, and you may have gotten it as a raid prize as well. Hard Fibers can be obtained from Horndaghs on Toile Road. As an additional rewards for this request, Adol will get to choose the name for the baby.

Recital

Request	Find Eternian Sheet Music
Reward	Dynastic Water

☆ This quest will have you going into Eternian era and back to complete it. Upon receiving the request from Austin, search for the music with Dana in the segment: Dana: Gloom. She will leave the sheet music in a jar in her bedroom for Adol to collect in his era.

Giant Nemesis

Request	Catch Giant Nemesis
Reward	Hermit's Remedy

☆ This is probably the most challenging quest of all, especially if you struggle with the fishing mechanics. You'll find the fish easily in the pond at Water and Forest Hills; catching it is the real challenge. First,

make sure you clear all enemies from the forest. Be prepared to do this multiple times if you fail to catch the fish. There's nothing worse than being a millimeter close to catching it, when suddenly the jaws of a Hermitocon close around you, ending all your progress. Your allies do not do much to defend you while you are fishing. Once free of enemies, drink some water and get ready for a long haul.

Hunt Valcry

Request	Hunt Valcry
Reward	Strength Elixer x2

☆ The Valcry are located past the Crystal in the middle of Rodinia Marsh. The Valcry are quite tough on their own, so be prepared as well to take on the regular monsters of the area and the Hydroscala who may join in on the fight as well.

Adventurer Needed

Request	Join Franz to defeat Ancient Species
Reward	Recipe - Pumpkin Pie

☆ After talking to Franz, he will request that you join him to take care of some Ancient Species. Be prepared to face several rounds of them alone, because Franz will be taking care of the ones on the opposite side. Franz will reward you with the recipe for Pumpkin Pie for vanquishing them.

Supply Alcohol

Request	Fermented Sap x3
Reward	Dragon Jackpot x5

☆ After speaking with Kashu to start the quest, next talk to Thanatos to get help finding the locations you can acquire it. Thanatos will mark three locations on your map - the marshy area of Great Canyon Valley, the Schlamm Jungle center, and the last in the Sky Garden of Rodinia Marsh. Visit each of those locations to acquire the sap needed.

Old Sword

Request	Fight Silvia
Reward	Chaos Hand

☆ This quest gives you the opportunity to fight Silvia as an optional boss. In addition to the quest reward, each member in the party you chose to fight her with will gain STR + 5, so carefully select the party before fighting her.

Valley of the Kings Mystery

Request	Suppression Battle - Valley of the Kings
Reward	Rainbow Jewel x2

☆ Talk to Dogi to begin the Suppression Battle for Valley of the Kings. Upon completion, you will be rewarded with two Rainbow Jewels.

Egg Retrieval

Request	[Night Search] Pangaean Plains
Reward	Abyssal Gauntlet

☆ After receiving the quest from Hummel, you will now be able to Night Search at the Pangaean Plains.

Friend's Will

Request	Uncover the mystery of Olga's message
Reward	Jade Pendant

☆ This quest will not appear on the bulletin board, but should initiate after talking to Dana after an interception in Chapter 6. To uncover the mystery of Olga's mysterious words, head to the Great Tree Temple with Dana. The first place to check is the library, where you'll find a slate about the blue bird. Then head to Baha Tower. On level 5-2 you'll find an inscription engraved on one of the stones on the circular floor around the pillar. After reading it, head next to Stupa Tower in the Capital Ruins and examine the bird statue on the right. Around its neck hangs a Jade Pendant which belonged to Olga. Upon acquiring it, the group will hear Olga's voice coming from it... upon completion of this quest, Dana's HP will increase by 100, and Adol's will increase by 50.

Shining Armor

Request	Pure Orichalcum
Reward	Orichalcum Armor

☆ Pure Orichalcum can be found within Silent Tower, as well as The Ocean Corridor and Celestial Corridor of Lofos Hill. After bringing Catherine one Pure Orichalcum, you'll be able to craft more Orichalcum Armor in her shop with any remaining pieces you find.

Old Monolith

Request	Monolith Fragment
Reward	<Dynasty> Formula

☆ The other half of the Monolith is found on Lonely Island.

Recipe & Formula Book

Recipe	Effect	Location
Fish Soup	Heal 400 HP / Break Rate +	Gift From Dogi
Mushroom Omelet	Heal 350 HP / Preserve Status +	Raised Coral Forest
Colorful Meuniere	Heal 300 HP / STR/DEF +	Schlamm Jungle
Meat Ratatouille	Heal 600 HP / Auto-heal SP +	Driftage
Seafood Quiche	Heal 500 HP / Gained EXP +	Gift from Laxia
Rolled Cabbage	Heal 700 HP / Auto-heal HP +	Gift from Ricotta
Wrapped Mushroom	Heal 2000 HP / Break Rate ++	Complete Bulletin Board Quest - Nutritious Dish

Fried Fish	Heal 1800 HP / Preserve Status ++	Great Stone Vents
Pirate's Dish	Heal 1500 HP / Auto-heal SP ++	Eleftheria
Sincere Bolognese	Heal 2200 HP / Gained EXP ++	Gift from Nia
Luxury Coleslaw	Heal 2100 HP / STR/DEF ++	Groundwater Artery
King Pumpkin Pie	Heal 2500 HP / Auto-heal HP ++	Franz's request - Adventurer Needed

Formula	Medicine	Location
<Eye Drop> Formula	Eye Drop	Eroded Valley
<Sweet> Formula	Sweet Remedy	Bulletin Board Quest - Pirate Booty
<Blood> Formula	Hemostatic	Gendarme
<Delight> Formula	Full Potion	Titisu Primeval Forest - Double Jump Required
<Bless> Formula	Great Tree Drop	Archeozoic Big Hole
<Life> Formula	Life Elixer	Bolad Monastery
<Bitter> Formula	Bitter Remedy	Shoebill Reward - Seiren Trout
<Defense> Formula	Defense Elixer	Archeozoic Big Hole

<Strength> Formula	Strength Elixer	Gift from Austin - Special Location 100%
<Dynasty> Formula	Dynastic Water	Complete **Old Monolith** Bulletin Board Quest

Skill Manual

Skills can be learned not only just from fighting enemies, but from Manuals as well, found throughout various locations. Here's a list of all skill manuals and their locations!

Manual	Skill	Location
<Encircle> Manual	Adol: Tornado Sword	Raised Coral Forest
<Wild> Manual	Sahad: Wild Appeal	Eroded Valley
<Spirit> Manual	Laxia: Sylphid's Kiss	Schlamm Jungle
<Shake> Manual	Hummel: Quaker	Baha Tower
<Thorn> Manual	Ricotta: Rumble Thorn	Archeozoic Big Hole
<Frost> Manual	Dana: Ice Age	Valley of Kings

Farming Seed Locations

Seed	Location
Eggplant Seed	Longhorn Coast
Paprika Seed	Gendarme
Cabbage Seed	Driftage

Corn Seed	Toile Road
Tomato Seed	Eleftheria
Pumpkin Seed	Lofos Hill - Insect Corridor

Gift Item Locations

Gifting is an important part of the game, because not only is it an easy way to raise Adol's approval with his fellow castaways, you will also get to experience special conversations as well as raise the stats and those of Adol's companions when giving gifts to his adventure companions. Most gifts can be obtained through Dina's trade post, but others are found in special locations and treasure chests throughout the world, so this guide is here to help you obtain all of them. The trade post periodically gets updated with new gift items as the game progresses, so check back often.

Companion Gifts			
Gift Item	**Companion**	**Location**	**Effect**
Rich Haul Banner	Sahad	Trade Post	Str + 5 (Sahad) Str + 2 (Adol)
Jasper Pearl	Sahad	Trade Post	Def + 5 (Sahad) Def + 2 (Adol)
Teddy Bear	Laxia	Trade Post	Str + 5 (Laxia) Str + 2 (Adol)
Elegant Glasses	Laxia	Trade Post	Def + 5 (Laxia) Def + 2 (Adol)
Snowflake Soap	Hummel	Eternia Capital Ruins	Str + 5 (Hummel) Str + 2 (Adol)
Juggling Balls	Hummel	Trade Post	Def + 5 (Hummel) Def + 2 (Adol)
Pretty Pebbles	Ricotta	Trade Post	Str + 5 (Ricotta) Str + 2 (Adol)

Marx Story Part 2	Ricotta	Driftage	Def + 5 (Ricotta) Def + 2 (Adol)
Silver Music Box	Dana	Trade Post	Str + 5 (Dana) Str + 2 (Adol)
Gold Energy Crystal	Dana	Archeozoic Big Hole	Def + 5 (Dana) Def + 2 (Adol)

Castaway Gifts		
Gift Item	**Castaway**	**Location**
Small Ring	Little Paro	Trade Post
Big Seed	Little Paro	Passage of the Ancient Species
Hard Liquor	Dogi	Trade Post
Iron Knuckle	Dogi	Eleftheria
Precise Needle	Alison	Driftage
Silver Barrette	Catherine (Kathleen in europe switch version)	Trade Post
Silver Rosary	Sister Nia	Trade Post
Bell Collar	Reja	Trade Post
Sticky Bug	Kuina	Trade Post
Ultra Chef Knife	Miralda	Trade Post

Small Ruby	Ed	Trade Post
Gladiator Sheath	Silvia	Trade Post
Antique Tea Set	Franz	Trade Post
Rainbow Pigment	Austin	Gendarme
Ancient Coin	Dina	Baha Tower
Romun Badge	Aaron	Nostalgic Cape
Old Stethoscope	Licht	Groundwater Artery
Engraved Pen	Thanatos	Lonely Island
Gold Emblem	Carlan	(Raid) Desperate Defense Rank A
Violet Bookmark	Griselda	Lofos Hill - Insect Corridor
Ship Nameplate	Kashu	Archeozoic Big Hole - Lombardia Nameplate

Special Event-Only Attachments & Items

There are some special costume attachments, as well as items, that you can obtain only through viewing special events with certain characters. Upon viewing these special events, the attachments will become available for wear. These are the attachments and items available -

- **Elegant Glasses:** Elegant Glasses will become available for Laxia only to wear after presenting her with the gift item.
- **Ricotta Style:** Ricotta Style is an attachment for Adol which you will obtain from viewing Ricotta's special event upon reaching max approval with her.
- **Bell Collar:** Well, it's not technically an attachment for any of the characters, but I felt like including it here anyway. When you give the Bell Collar to Reja, the Silly Pikkard will be wearing it from then onward.

- **Old Seal Ring:** Gift from Dana upon viewing her special event.
- **Jewel Brooch:** Gift from Griselda upon viewing her special event.

Shoebill & Mishy Gifts

The Shoebill and Mishy are characters you will encounter that will give you gifts in exchange for food. You'll meet Shoebill (Ricotta's Superior) at the crest of the hill in Castaway Village sometime near the beginning of the game, and he will remain there or around Castaway Village for the most part. You can give Shoebill the various fish you manage to catch, and if he likes a particular fish, he will give you a gift in exchange.

Mishy, however, is not encountered until Chapter 3 when you near Gendarme's summit. Mishy will gladly take the various meals you cook in exchange for gifts of his own.

Not all the fish or meals will satisfy Shoebill and Mishy, so the following table details which food will earn you rewards from these characters.

Shoebill	
Fish	**Gift**
Seiren Trout	<Bitter> Formula
Robushu	<Ocean> Guide (Adv. Gear Slot +1)
Mirage	Great Tree Drop
Ryunga	Shield Earring
Rowana	Spirit Elixer
Carcharodon	Ocean Hogeki
Gran Arlo (Master)	Bait x10
Nebulobrim	Big Pearl x3

Bulldart (Master)	Rainbow Jewel
Ancient Abyss	Empty Bottle

Mishy	
Meal	**Gift**
Ratatouille	Wall Nut x3
Quiche	Ripe Coco Palm x3
Wrapped Mushroom	Wind Demon Pot (Adv. Gear)
Fried Fish	Ripe Mangoh x3
Luxury Cole Slaw	Dragon Jackpot x3

Adventure Gear & Guide Locations

Most of the Adventure Gear you'll get is required as part of the story, but there are some special items that you can get in addition to the required Adventure Gear. These often help expand your areas of exploration even more, or provide some sort of useful ability! Additionally, you can also expand the amount of slots you can equip Adventure Gear in through **Guides**. I don't need to tell how incredibly handy it is to be able to equip multiple Adventure Gears at once. This guide details the locations of all Adventure Gear and Guides so that you can complete your adventure on Seiren Island!

Adventure Gear		
Gear	**Location**	**Ability**
Grip Gloves	Raised Coral Forest	Climb Ivy
Glow Stone	Eroded Valley	Illuminate Surroundings
Floating Shoes	Schlamm Jungle	Walk on Swampy Water

Archaeopteryx Wing	Baha Tower	Double Jump
Pterophyllum Scale	Archeozoic Big Hole	Breathe Underwater
Purifying Bell	Valley of Kings	Destroy Undead
Gale Feather	50% Map Completion Reward	Dash Speed +, Tackle Foes
Windy Vestment	Eternia Capital Ruins	Heal More HP by Standing Still
War God Seal	100% Map Completion Reward	Extra Gauge Slowly Fills
Attraction Pot	Mishy Reward for Wrapped Mushroom	Attract Dropped Items
Eagle Eye Orb	50% Special Location Reward from Austin	Increased Mapping Range

Adventure Guides		
Guide	**Location**	**Ability**
<Forest> Guide	Schlamm Jungle	Adventure Gear Slot +1
<Ocean> Guide	Shoebill Reward for Robushu fish	Adventure Gear Slot +1
<Mountain> Guide	50% Map Completion Reward	Adventure Gear Slot +1
<Wind> Guide	Valley of Kings	Adventure Gear Slot +1
<Beast> Guide	Trade Post (Ch. 6)	Adventure Gear Slot +1

Map Completion Rewards

For ever 10% of the map you've explored, you are able to collect a new reward for your efforts. Some of these are quite useful, so it is in your benefit to explore as much of the map as possible! Below are all the rewards you'll get for each portion of the map complete.

% Complete	Reward
10%	Heal Potion
20%	Gauntlet
30%	Athlete Ring
40%	Spirit Elixer
50%	Gale Feather (Adv. Gear)
60%	<Mountain> Guide
70%	Full Potion
80%	Spirit Elixer
90%	Fairy Necklace
100%	War God Seal

All Fishing Locations

Seiren Island has many varied and rare kinds of fish all over the island, even in swampy areas! If you take the time to fish every time you see some fish shadows, you should have no trouble at all finding all of them. But just in case, here's a list of all fish and the locations they are found in - including master fish!

Fish	Locations
Sadina	White Sand Cape, Shoreline; Sunrise Beach, Shoreline; Distant Roar Shore, Shoreline; Great Valley Basin, Estuary
Boleh	Castaway Village, Shoreline; Nameless Shore, Shoreline; White Sand Cape, Shoreline
Blue Saddie	Sunrise Beach, Shoreline; White Sand Cape, Shoreline; Odd Rock Coast; Nostalgic Cape, Shoreline
Amana	Nameless Shore, Pond; Great Valley Basin, River; Raised Coral Forest, Pond (Night); Pangaean Plains, Pond (Night)
Seiren Trout	Great Valley Basin, River; Beast Hills, River; Pangaean Plains, Pond; Raised Coral Forest, Pond (Night)
Garvis	Rodinia Marsh, Swamp; Raised Coral Forest, Pond; Great Valley Basin, River; Pangaean Plains, Pond (Night)
Robushu	White Sand Cape, Shoreline; Nostalgic Cape, Shoreline; Distant Roar Shore, Shoreline
Queen Boleh	Nostalgic Cape, Shoreline; Distant Roar Shore, Shoreline; Ocean Corridor
Saman	Great Valley Basin, Shoreline; Nostalgic Cape, Shoreline
Gaete Tuna	Sunrise Beach, Shoreline; East Shore Cave; Lonely Island

Mirage	Western Foot Plateau, River
Ryunga	Schlamm Jungle, Swamp; Western Foot Plateau, River; Sky Garden
Rowana	Water and Forest Hills, Pond; Beast Hills, Pond; Beast Hills, River; Pangaean Plains, Pond (Night)
Diplomis	Gendarme; Gendarme (Night); Pangaean Plains, Pond
Archaedon	Ancient Species Nest; Pangaean Plains, Pond
King Saman	Ancient Species Nest; Sky Garden
Aqua Marina	Nostalgic Cape, Shoreline; Odd Rock Coast; Lonely Island
Piraru	Rodinia Marsh, Swamp
Dino Styx	White Sand Cape, Shoreline; Lonely Island
Goliathus	Ocean Corridor
Gia Wells	Rodinia Marsh, Swamp
Coelarcanth	Lonely Island
Hineria	Sky Garden
Carcharodon	Ocean Corridor

Master Fish	Locations
Gran Anglo	Great Valley Basin, River; Schlamm Jungle, Swamp; Rodinia Marsh, Swamp; Pangaean Plains, Estuary
Nebulobrim	Nostalgic Cape, Shoreline
Bulldart	Water and Forest Hills, Pond; Rodinia Marsh, Swamp
Ancient Abyss	Pangaean Plains, Esuary (Night)

[Night Search] Raised Coral Forest

Treasure
Ripe Mangoh
Bait x5
Accursed Shell x3
Digitalis Leaf x5
Rainbow Jewel
Beautiful Flower x5
Remedy x3
Hemostatic x3
Mangoh x5

Bitter Remedy x2
Sterile Mucus x5
Bullfrodon Mucus

After receiving the Bulletin Board Quest **Night Mystery**, you'll commence a Night Search of the Raised Coral Forest. During Night Searches, you'll essentially be searching the same areas you've previously explored, but mysteriously, there will be new treasure boxes scattered everywhere. Not only that, but new enemies also, some of them quite tough. As soon as you enter the Raised Coral Forest, there's a chest sitting on top of some coral containing a Ripe Mangoh. Pudes have taken over the forest at night, but they aren't too much of a threat.

Let Sleeping Saberottos Lie... or Not

As you progress, you will notice some sleeping Saberottos; let them lie. This place is also infested with the "Kunos" hives, which you can use your insect repellent on to destroy and collect lots of honey. You may want to save it though if you can avoid using it because there are a lot of Kunos ahead. Right near the exit of this area, there is another chest guarded by a Gwaralarb, but you're in for a tough fight with that one. Even so, the chest is too high for you to jump, so continue on.

Note: Treasure
Once you have gained the ability to double jump, return to this area to claim Bullfrodon Mucus!

Back to the room with all the holes. You do not want to fall of the upper level this time, since you'll land among a bunch of sleeping and angry Saberottos. Grab Bait x5 from a treasure chest as you

make your way around the holes and jump across like before. There's another Gwaralarb around the corner here, so just continue to the ivy and climb across to the other side.

Way towards the back here behind another Gwaralarb there's chest with three Accursed Shells. Grab it and then jump down to the lower levels to face the Saberottos. It tells you not to wake the sleeping beasts up at the start of the search, but you don't really have much of a choice here. On the lower level there's actually two treasure chests to grab if you can make it past all the deadly foes. One on top of some coral containing a Big Pearl, and another behind a Gwaralarb containing five Digitalis Leaves.

Run as fast as you can into the next area. A horde of the tadpole-like Elcaotas are waiting here. Just jump into them with Adol's Sonic Slide to make short work of them. Ignore the Gwaralarb here, luckily he isn't guarding any treasure this time. Thankfully there is a Crystal for some much needed healing before going into the next area.

Fishing Among the Saberottos

Here you'll come to the lake where you fought Serpentus. There's only sleeping Saberottos here. You can skirt around them, but of course, being the brave (and foolhardy) adventurers you are, you can instead choose go fishing right next to them. There's a sunken treasure right in their midst. Don't worry, surprisingly you can fish quite safely for it and obtain the Rainbow Jewel. Then you can also collect five Beautiful Flowers from the chest on the shore near them. This will actually wake them up, so be prepared to run!

In this area there are some more Kunos. Most of them you can ignore if you're quick, but after you jump up the rock steps, there is one on the left that you can destroy to get three Remedies.

Take the exit near the ivy leading left to grab a treasure chest containing a Glow Rock and push down a tree bridge before proceeding up. At the top there are just way too many Zanvespas and Elcaotas to count. Find the treasure here to get three Hemostatics before moving on.

In this area there is a treasure chest containing five Mangohs among some Pudes. Run past the Gwaralarb to find a much more subdued Rainbow Falls at night. There is a chest concealed the waterfall here which you can grab to get two Bitter Remedies.

Swimming with Saberottos

Climb the ivy and drop down to the other side. Here, you can foolishly drop below the waterfall into the midst of a bunch of Saberottos to find a Rainbow Jewel in the water. Getting up is going to be much more tricking. Here's a tip, you can try to activate a Flash Move to slow down time, quickly grab the jewel and then jump back up on to the ivy.

When you reach the top you can once again climb the long stretch of ivy along the wall. Upon landing you'll immediately be accosted by some Pudes and Zanvespas. There is nothing across the gap where the Kunos are, so just move on. Climb the ivy across the waterfall and head into the next area.

Here, to your left there is a chest containing Sterile Mucus x5, which should be the last chest in this dungeon aside from the one that was too hard to jump to near the beginning. You can take the exit on the left to quickly knock down a tree bridge, then return.

Wolf Pack on the Bridge

As you advance towards the Crystal, you'll hear an ominous howl. Climb the ivy and into the next area and cross the bridge. Just as you think you might make it across safely, a horde of Velarcos assaults you and a battle on the bridge commences.

Eventually the Velarcos will run away, and the group will decide that that's enough for the night, too. Even though they agreed not to follow the wolves, you can simply head the same way they went to exit the dungeon and end the Night Search. You'll wind up back at camp.

Warp back to the Village and talk to Dogi to end the quest and receive some quite amusing results.

[Night Search] Gendarme

Treasure
Burn Medicine x3
Bait x5
Hard Fiber
Ripe Mangoh
Tiger Claw
Rainbow Jewel
Big Pearl
Glow Rock x3
Sweet Remedy x5
Pheasant Egg x5

Licht's quest **Moonlight Harvest** will take you on a Night Search of Gendarme. Like the Raised Coral Forest, Gendarme at night features different enemies, new treasure chests, and can be quite treacherous. The area is littered with the same primate and fire ant monsters you met on the Western Foot Plateau, and a dangerous amount of Ancient Species, particularly the Gigan Tyran.

Your goal hear is to simply collect five Moonlight Herbs. There are points marked on the map where you can find them, but you can find them at any of the glowing plants around Gendarme.

In the first area, as you climb the stone steps and fight your way through the fire ants, the first Moonlight Herb will be shining clearly in front of you. Just slash it to collect it.

There's two paths you can take now. You can proceed up the steps, but that will lead you face to face with a Gigan Tyran. It may be a good idea instead to cross the tree bridge if you made it when exploring Gendarme during the day, and climb the ivy wall which will put you right out at a chest containing Burn Medicine x3.

You'll find another Moonlight Herb as soon as you go outside. As you make your way along the upper ledge, remember that it crumbles, and so it will drop you into a pit of Masquerds. That's okay, because you can pick up a second chest down here to collect Bait x5 before making your way back up.

After crossing the ledge, you'll meet a pterosaur Ancient Species, the Palekahn. These are pretty manageable, it's just a manner of reaching them since they fly around. Hummel can shoot them easily.

Carefully cross the falling rock ledge, and then stop to collect another chest containing a Hard Fiber before passing more rock falls in the next area.

Too Many Gigan Tyrans

The open area previously inhabited by Zakkablios now is occupied by Verzdesse and his underlings. You can climb the ivy wall at the end of the path to collect a Ripe Mangoh from a chest, but the way past that is infested with Gigan Tyrans and Pla Celsys.

It's probably best to drop down and take the small path past the falling rocks, which really should be crushing the Masquerds who are waiting on it.

Safely out of the Gigan Tyran's reach, cross the ivy wall and continue on the lower path to find another Moonlight Herb guarded by a horde of Masquerds.

The tunnel at the top contains another Gigan Tyran, but you must enter it if you want to open the chest that contains a Tiger Claw.

You'll find safety because the next area is Ricotta's Shack. Below her shack, there is a path you can take with a tree bridge you can knock down to reach a treasure chest containing a Rainbow Jewel,

and guarded by a Verzdesse. There's a Rope Ladder too in case you want a shortcut to the entrance.

In the area past Ricotta's shack, there is another Moonlight Herb guarded by a Palekhan. Just past that there is another Gigan Tyran with his posse of Pla Celsys, where you can find a treasure chest containing a Big Pearl.

If you go across the upper ledge, you will fall right on top of the Gigan Tyran, so just take the ivy wall across if you want to explore further. There's more Gigan Tyrans along this path and no treasure, so unless you just want to complete the map (you know you do) you can just take the rope ladder shortcut next to Ricotta's house to get up to the entrance to the area where Ricotta saved you from Avolodragil.

To the Mountaintop

Avolodragil's chamber is now infested with Pla Celsys. Just go to the area where Mishy usually is to find a chest containing Glow Rock x3.

Beyond the chamber is another glowing plant where you can collect a Moonlight Herb or two. At this point, you may have enough herbs. If that's the case, a cutscene will initiate and the group will decide to rest at Ricotta's shack.

However, if you want to collect the last treasure chests and complete exploration of the mountain, press on past the Vivines. Next to the Verzdesse and an ivy wall, there is a chest containing Sweet Remedy x5.

Climb the ivy and continue upward. You'll finally find the last chest containing Pheasant Egg x5 nestled at the foot of some stone stairs. All that's left is to climb the rest of the mountain to complete the map. When you're ready, return to Ricotta's cabin for a cutscene.

On your return, talk to Licht and he will reward you with a new medicine, the **Moon Tears**, which will be available for mixing as well!

[Night Search] Pangaean Plains

Treasure
Big Pearl
Rainbow Jewel
Hemostatic x5

After receiving the quest **Egg Retrieval** from Hummel, proceed to the Pangaean Plains to help look for the Pterosaur's missing egg. There are three nests here, and you'll have to search them to find the stolen egg. Scattered across the plains, Ancient Species lie asleep in little groups, and you're advised not to wake them up, but it is almost impossible not to wake a few up, especially with the lively Ratneys all over the place. Just be careful as you explore the plains, and look out for the shadows that reveal where the dinos are sleeping.

The first nest is just a little ways north from your starting point, looked after by a Primriva. If you're careful, you can sneak right up on it and search the nest. After searching, you can also look behind the Primriva to find a chest containing a big pearl.

As you proceed to the next area, you'll also notice a Dictidatus who is up past his curfew. It may be wise to try to avoid him so as not to wake up the sleeping Ancient Species. He's likely to notice you, however.

In the next area, you'll find the next nest just in the western corner. This one looks to be empty too, so you can head off in search of the last nest. Before heading into the next area, be sure to stop by the western corner near the cookfire to pick up a Rainbow Jewel from a chest, too.

In the next area, before heading to the last nest, you may want to check near the Dragonfruit tree for a final chest containing Hemostatic x5.

As you approach the last nest, you will see the Pterosaur egg lying in the nest of a sleeping Primriva. Hummel will cautiously approach and collect the egg, but unfortunately his best efforts to be quiet were in vain. The Primriva will awake with a roar that will wake up every other Ancient Species on the plains. You'll need to make a mad dash back to camp with the egg. Once back, the quest and the night search will be complete.

Optional Boss: Silvia

Following the raid in Chapter 6, a new bulletin board quest, **Old Sword**, should appear, giving you the opportunity to have a match with Silvia! Silvia will take on a party of three, so you can select which party members to battle her. Select carefully, because these three party members will each receive STR + 5 at the end of the match, in addition to the quest reward, Chaos Hand.

<Valiant Silver-Winged Hawk> Silvia

It may come as no surprise that you get a chance to fight Silvia, with her fighting spirit. Despite being beyond Adol's crew in years, Silvia is agile and a master of the blade. Her quick way of darting around the beach makes it tough to keep her within reach. Silvia also seems to have an EXTRA move of her own, where she can send quick shockwaves in succession before unleashing a final blow, so it's best to stay out of the way whenever she unleashes this. However, when she does unleash her more powerful sword attacks, such as when she sends a shockwave through the sand, you can take advantage of this brief pause to get a few slashes in. It's usually safe to do this until she blocks your attacks with a "Guard", then you can move away.

Master Kong's Training

After meeting Ricotta's Master, Master Kong through the quest **A Gift For Master** at the Distant Roar Shore, Master Kong will now train each of Ricotta's companions in turn. You will have to travel to various locations to find him, and after each fight Master Kong will need a cool down period before training the next character. The boss fight with Master Kong will be the same each time, the only difference is the character you use to face him in single combat. After defeating him, each character will be able to earn a special skill from him.

Once your entire party has learned skills from Master Kong, he will join your village to help participate in Raid Battles.

The following table details Master Kong's locations and the skills learned by each character.

Encounter	Location	Skill Learned
1	Distant Roar Shore	Ricotta: Spiral Dive
2	Sunrise Island	Sahad: Gale Blow
3	Odd Rock Coast	Dana: Dragon Wave
4	Gendarme Summit	Laxia: Piercing Tempest
5	Pangaean Plains	Hummel: Assault Rain
6	Vista Ridge	Adol: Brave Charge

Sanctuary Ruins - Layer 1

Treasure
Remedy x3
Empty Bottle
Dissipation Stone
Aura Plant
Moonlight Herb x3
Hope Stone
Dragon Fruit

Empty Bottle

After you've cleared Dana's segments and cleared the game, the Sanctuary Ruins should become available to you as an optional dungeon. You can enter it from the same location in Stupa Tower that Dana was able to in her era, as the stairs are now open.

Once you've descended into the remains of the Hall of Light, you'll notice both of the two entrances to the right and left have caved in. So instead, fight your way through the flock of Chuchu Vatsa bats through to the center and jump up to the floor above.

Down the stairs, there is a room guarded by a Danbol. Make sure you have the Purifying Bell equipped so that you can defeat it, and enter the room where two more Danbols and a horde of Valcry await. There's a door in this room which is blocked by red Energy, so you can't go through it for now.

Instead, you can jump up on the rubble on the left side of the room to gain access to the higher floors. Make your way all around to grab a treasure chest containing Remedy x3, then proceed through the door on the right.

Down the stairs, you'll find more Valcry. You can also double jump up the damaged staircase to grab an Empty Bottle from a chest before heading into the next room, where a treasure chest containing a **Dissipation Stone** lies. This stone has the ability to nullify energy barriers, so return to the previous area and hold the stone up to the red Energy to nullify the effects, then proceed through the door.

Continue on until you reach a large staircase guarded by a line of Danbols. Proceed up the staircase where you'll find another set of Danbols guarding a chest. Clear them off to collect an Aura Plant from the chest.

Then continue on through the tunnel on the right, which will put you out next to the fan that blew a powerful gust of wind in Dana's era. It's no longer working, so it won't hinder you, but you can collect Moonlight Herb x3 from the treasure chest next to it.

Further on, there will be another door blocked by an Energy barrier, so you'll need to find another Dissipation Stone to clear it. Head through the chamber past the Danbol to encounter a familiar foe: **Grazios**. He's got all his same moves he used when you fought him as Dana, and he should be no problem for you to handle at this stage.

Once defeated, head past Grazios into the Monolith chamber and collect a Hope Stone from the treasure chest, at which point you will be set upon by Valcry. Clear them, and then go through the door into what was previously the Hall of Stone.

Sanctuary Ruins - Layer 2

Treasure
Eye Drop x3

Dissipation Stone
Dissipation Stone
Dissipation Stone
Antiparalytic
Devil Fang

As soon as you enter Layer 2, you'll find some Mata Maguffs waiting for you. Behind them are some moving blocks that you can use to access the upper floors. There's a small raised section of floor behind the blocks that you can climb on for easy jumping onto the blocks.

First check the right side to collect Eye Drop x3 from a chest. Then head to the left side of the room where you can take another set of lifts up to a higher level. You'll find a treasure chest here containing another **Dissipation Stone**. If you go all the way around to the other side of the room, you will find another chest containing a second **Dissipation Stone** as well.

With two Dissipation Stones, at this point you can return back to Layer 1 and go through the remaining Energy Barrier there to collect two additional chests - Dragon Fruit and Empty Bottle - before returning back to Layer 2 and going through the Energy Barrier there.

The next room contains more floating blocks. You can leap across them to gain access to the three chambers above.

First head through to the left chamber and leap across more boxes to obtain another **Dissipation Stone**from a chest.

To gain access to the right chamber, you'll have to double jump from the highest box on the right to the far box leading into the chamber - press **L** to extend your jump if needed. Then collect an Antiparalytic from the box.

Finally, head through the center door to the central chamber where you'll fight another familiar foe: Doxa Glier. After defeating him, you can grab a Devil Fang from the chest underneath the Monolith before proceeding to the next layer.

Sanctuary Ruins - Layer 3

Treasure
Hemostatic
Aura Plant
Hermit's Remedy x3
Dissipation Stone
Nature Charm
Fairy Necklace
Hawk Wing
Rainbow Jewel
Dissipation Stone
Luminous Ring

Layer 3 of the Sanctuary is covered in mud, so you may want to equip your Floating Shoes for easier navigation. You'll first encounter some Spectrmandeaus near the lower door. The door is caved in, so climb the stairs to the top level.

First, you can pick up a Hemostatic from a chest on the right side. There's a Kunos blocking the upper door that you can clear out with Insect Repellent. Go through the door and drop down to the lower level.

This hall has now been taken over with nature. You'll have to climb your way through the branches to get through it. On the right, there is a branch you can either climb up or hop on via the two boxes before you. From this branch, you can jump onto another branch (or climb the ivy) leading to the central pillars, where there is another Kunos. It isn't mandatory to destroy this one, but you may want to with all the insects floating around.

From here, there's a pillar slightly behind you to the left, which you can just make it to if you double jump and press **L** to extend your jump. There, you can collect an Aura Plant from the chest.

Then return to the previous pillar and proceed across the floating boxes to the circular pillar. To the left of this pillar, there's a branch which you can use to access the upper level of the left and right side of the room.

First, climb across the branch to reach the upper left level of the room. Once there, head to the northern point where you will find a treasure chest containing Hermit's Remedy x3 behind a Kunos.

After that, head back south along the left portion of the wall, jumping across the floating boxes as you go. You'll pass another door blocked by an Energy barrier as you go all the way to the end to find a chest containing another **Dissipation Stone**. Use this to diffuse the Energy barrier blocking the door and head through to collect a Nature Charm from a chest.

Then return to the center of the room and jump from three stationary floating boxes on the right onto another pillar with a Kunos. From there, hop across the two floating boxes and onto the upper right level of the room.

Follow the wall south until you reach a door blocked by an Energy barrier, and another Kunos nearby blocking two floating boxes. First, use the Dissipation Stone to diffuse the Energy Barrier and collect a Fairy Necklace from the chest beyond it. Then, destroy the Kunos, then jump across the two floating boxes to get to a treasure chest containing a Hawk Wing.

Then follow the wall all the way to the north end and jump across the two floating boxes onto a branch leading to the room's exit. You'll arrive in a circular room with a branch growing out of it.

On the very top of the branch, there is a treasure chest you can open to obtain a Rainbow Jewel. Then follow the branch down into the next area.

You'll enter a room with more floating boxes. You'll have to fend your way through hordes of insects as you climb the boxes, because the two Kunos lie at the very top where they can't be destroyed until you reach them.

Once you've made it to the higher boxes, you can jump across to both the left and right chambers to obtain two **Dissipation Stones** from the chests inside.

After collecting the two stones, head through the central exit and continue on to face another of the dungeon's bosses. This time you'll be up against Grugantura, who you may remember from the Eroded Valley. Defeat him, and then collect a Luminous Ring from the treasure chest at the Monolith.

Sanctuary Ruins - Layer 4

Treasure
Dragon Jackpot
Burn Medicine x3
Dissipation Stone
Rivera's Undying Flower x3
Defense Elixer

Aura Plant x2
Dissipation Stone
Rainbow Jewel
Celestial Wings

Layer 4 of the Sanctuary is filled with all our favorite Ancient Species. You'll have to navigate around the Eldemblondias on the platforms in order to access some of the treasure here.

To access a chest on the left, first jump on the platform directly in front of you where an Eldemblondia awaits. You can defeat it, or just move past it. From there, jump across to a stack of blocks and over to another Eldemblondia-filled platform. Then simply jump onto the stack of blocks onto a platform with a chest containing a Dragon Jackpot. You can also go to the far right corner of the room where another chest lies under the mud. Take off the Floating Shoes and sink underneath the mud to claim Burn Medicine x3 from it.

To access the two chests on the right side of the room, start from the central platform and jump across the boxes until you reach the platform containing the first chest, where you can obtain a **Dissipation Stone**. Then double jump over to the stack of boxes (press **L** to extend your jump if needed), and over to the platform to open another chest containing Rivera's Undying Flower x3.

When you're ready, return to the central platform and jump directly across the stacks of boxes to exit through the door at the end of the room. Be prepared to face a pair of Hanmourphes patrolling near a door blocked by an Energy barrier.

Use a Dissipation Stone to get through the barrier, and enter the room with a giant statue. Behind the statue, you can take a dip in the mud to collect a Defense Elixer from a chest.

Then head through the door on the right to enter a room full of Hydroscala. You can go to the end of the room to pick up Aura Plant x2 from a chest.

On the right, there is a small underwater tunnel leading to another chest. Take off your Floating Shoes and equip your Pterophyllum Scale to swim through the tunnel, watching out for the Hydroscalas as you make your way through. Once on the other side, put your Floating Shoes back on and rise to the top of the murky water, where an Eldemblondia sits upon a platform.

Behind the Eldemblondia is a chest containing a **Dissipation Stone**. Collect it and return to the previous area, and proceed through the above-ground tunnel and travel across the swampy path.

At the end of the tunnel, you'll arrive in a hall full of Gresbylons. Before jumping onto solid ground however, first follow the swamp along the right wall to find a chest containing a Rainbow Jewel. Then head through the hall and up the stairs.

Exit the room to another chamber where a former boss awaits. Brachion will appear on scene, accompanied by some Gresbylons. Defeat them, and then collect some Celestial Wings from the chest underneath the Monolith in the next room before heading to the next layer.

Sanctuary Ruins - Layer 5

Treasure
Strength Elixer x3
Aura Plant
Life Elixer x3
Rainbow Jewel
Wanderer Cloak
Defense Elixer x3

Aura Plant x3
Prominent Cloak
Ripe Coco Palm x3
Remedy x3
Mantra Garment
Rainbow Jewel x5

Once in Layer 5, head all the way down the stairs and use a Dissipation Stone on the Energy Barrier underneath the stairs so you can collect Strength Elixer x3 from a chest.

The lava in this room has hardened into a surface that you can walk on, but there are flames constantly bursting through the cracks so watch out for them as you pass.

First, head to the right side of the room where you'll find another door blocked by an Energy Barrier. Use a Dissipation Stone and go through the door, and head up the staircase infested with Oleanaspy blobs.

At the top of the stairs, there's a treasure chest containing Life Elixer x3 which you can collect before heading back to the previous area.

Once back in the central room, head to the left side of the room, navigating your way through the flames, to find a chest containing an Aura Plant. Then head through the door on the left into the next area.

Head through the hall of Oleanaspy blobs into the next hall, where you'll find a treasure chest containing a Rainbow Jewel. Then make your way around and through a door leading to the northern end of the central room.

Make your way once again through the flames and a horde of Veno Menua until you reach the door to the next area. Once through, you may want to clear out all the enemies in this room, because there is a treasure chest here that is slightly tricky to get.

After climbing the stairs, you should be able to see a treasure chest just glinting on a high platform in the corner. There is a lower platform adjacent to it in the opposite corner that you can reach by double jumping from the top of the staircase; use the pole as a starting point if you need to.

Here is the tricky part, because the platform is just low enough that double jumping to the higher platform is a near impossible task. What you can do is double jump around the corner of the wall to land on a very narrow ledge with just enough space for you to stand on. This ledge is not that much closer to the treasure, but it's slightly higher up, making your task a bit easier. From here, you should be able to double jump and press **L** to land on the platform containing the chest and obtain a Wanderer Cloak.

After collecting the treasure, head into the next area where there is another door blocked by an Energy barrier. Use a Dissipation Stone to enter and collect Defense Elixer x3 from a chest.

After collecting the treasure, head into the next area, and use a block to jump onto the upper floor. There's a large crack in the floor here leading into a slight tunnel. Follow this tunnel into more open ground.

As you follow the path, you should see a small outcropping where a treasure chest sits coming up on the left. Double jump over there to collect Aura Plant x3. From there, you should also see a smaller ledge to the north. Double jump over there and continue jumping along the next set of ledges as well to find another chest containing a Prominent Cloak. Then return to the path and exit into the next area.

Go through the hallway in the next area, stopping to collect Ripe Coco Palm x3 from a chest before heading up the staircase.

After a couple flights of stairs, there will be another treasure chest containing Remedy x3. Grab it and continue up the rest of the stairs, and into the chamber where you will face Pirate's Anima again.

After defeating him, you will be able to pick up a Mantra Garment from the chest at the Monolith. Then head through the door behind the Monolith and examine the circular relief to descend to the final layer.

Sanctuary Ruins - Final Layer

Treasure
Rainbow Jewel x5
Aura Plant x3
Aura Plant x3

Eternal Gauntlet

As soon as you arrive in the Final Layer, first stop to pick up Rainbow Jewel x5 from a chest behind you before moving forward. Through the door are two more chests; both containing Aura Plant x3.

The three levels leading to the final arena here are similar to Dana's era, each containing a different set of enemies. Stop on the second level with the Vo Ards to collect a final treasure chest containing an Eternal Gauntlet, before making your way to the Crystal at the end. Prepare yourself, because the boss fight that awaits you is probably the toughest one you'll face.

Boss Fight: Melaiduma

<The All-Hunter> Melaiduma

Melaiduma's sheer power and speed alone make this a difficult fight. What's more, Melaiduma periodically shoots electric Energy across the room, making the area you can move around in limited since you'll take damage and become paralyzed from touching these. Even worse, Melaiduma can conjure a dark void at the tip of his sword which will swallow any ally it comes in contact with, taking them out of the battle for some time. Using a Remedy can fix this, however. To survive this match, never stop using the **L** button to evade, since Melaiduma is constantly unleashing a barrage of electricity and sword attacks.

Melaiduma doesn't leave much chance for you to even get any attacks in. Your best chance may be when he is trying to slam his twin blades down upon you, when you can possibly pull off some flash moves to buy you some time, or the brief period when he tries to swallow an ally with the void, since that's the only time he really pauses.

Note: Change the number of active party members

Once you defeat Melaiduma, you can open the chest he was guarding to obtain a **Slash Medal**, **Shoot Medal**, and **Strike Medal**. These medals can be used to change the number of active party members you have. You can adjust the number of party members using the Crystal in Castaway Village.

Weapon List

Adol (Sword)

Name		Stats	Material 1	Material 2	Location
Isios Blade		STR +290, DEF +20	N/A	N/A	Used during the prologue.
Rusted Sword		STR +4	N/A	N/A	Used during chapter 1.
Short Sword	Level 1	STR +9	N/A	N/A	Found in **Waterdrop Cave**.
	Level 2	STR +19	**Iron Ore** x2	**Thin Hide** x3	
	Level 3	STR +32	**Iron Ore** x3	**Thin Hide** x6	
Long Sword	Level 1	STR +50	**Iron Ore** x5	N/A	Synthesize from Short Sword.
	Level 2	STR +62, DEF +1	**Iron Ore** x3	**Beast Claw** x2	
	Level 3	STR +70, DEF +2	**Iron Ore** x5	**Beast Claw** x4	
Defender	Level 1	STR +85, DEF +5	**Iron Ore** x7	N/A	Synthesize from Long Sword.
	Level 2	STR +93, DEF +6	**Iron Ore** x4	**Sterile Mucus** x3	
	Level 3	STR +106, DEF +7	**Iron Ore** x7	**Sterile Mucus** x6	
Liberacion	Level 1	STR +132, DEF +7	N/A	N/A	After obtaining the Orichalcum in Chapter 3.

	Level 2	STR +141, DEF +7	**Tectite Ore** x2	**Sword Tip Fang** x2	
	Level 3	STR +149, DEF +8	**Tectite Ore** x3	**Sword Tip Fang** x4	
Dunamis Edge	Level 1	STR +160, DEF +8	**Tectite Ore** x5	N/A	Synthesize from Liberacion.
	Level 2	STR +170, DEF +9	**Tectite Ore** x3	**Sparkling Mucus** x3	
	Level 3	STR +179, DEF +9	**Tectite Ore** x5	**Sparkling Mucus** x6	
Vorpal Blade	Level 1	STR +196, DEF +10	**Essence Stone** x3	N/A	Synthesize from Dunamis Edge.
	Level 2	STR +205, DEF +10	**Essence Stone** x2	**Thunder Claw** x2	
	Level 3	STR +215, DEF +11	**Essence Stone** x3	**Thunder Claw** x4	
Dainsleif	Level 1	STR +223, DEF +11	**Essence Stone** x5	N/A	Synthesize from Vorpal Blade.
	Level 2	STR +233, DEF +11	**Essence Stone** x3	**Ancient Mucus** x3	
	Level 3	STR +242, DEF +12	**Essence Stone** x5	**Ancient Mucus** x6	
Hyperion Blade	Level 1	STR +265, DEF +12	**Dragon Crest Stone** x3	N/A	Synthesize from Dainsleif.
	Level 2	STR +275, DEF +13	**Dragon Crest Stone** x2	**Sunlight Fang** x2	
	Level 3	STR +284, DEF +15	**Dragon Crest Stone** x3	**Sunlight Fang** x4	

Mistileinn	STR +303, DEF +20	N/A	N/A	Story event in Chapter 6.

Laxia (Rapier)

Name		Stats	Material 1	Material 2	Location
Rapier	Level 1	STR +8	N/A	N/A	Default weapon.
	Level 2	STR +18	**Iron Ore** x2	**Thin Hide** x3	
	Level 3	STR +29	**Iron Ore** x3	**Thin Hide** x6	
Foil	Level 1	STR +49	**Iron Ore** x5	N/A	Synthesize from Rapier.
	Level 2	STR +60	**Iron Ore** x3	**Remex** x2	
	Level 3	STR+ 68	**Iron Ore** x5	**Remex** x4	
Flamberge	Level 1	STR+ 82	**Iron Ore** x7	N/A	Synthesize from Foil.
	Level 2	STR+ 91	**Iron Ore** x4	**Thick Hide** x3	
	Level 3	STR+ 102	**Iron Ore** x7	**Thick Hide** x6	
Grand Saber	Level 1	STR+ 128, DEF +2	N/A	N/A	After obtaining the Orichalcum in Chapter 3.
	Level 2	STR+ 136, DEF +2	**Tectite Ore** x2	**Razor Feather** x2	
	Level 3	STR+ 144, DEF +2	**Tectite Ore** x3	**Razor Feather** x4	

Belladonna	Level 1	STR+ 154, DEF +2	**Tectite Ore** x5	N/A	Synthesize from Grand Saber.
	Level 2	STR+ 163, DEF +2	**Tectite Ore** x3	**Beast Hide** x3	
	Level 3	STR+ 171, DEF +2	**Tectite Ore** x5	**Beast Hide** x6	
Gordes Fencer	Level 1	STR+ 188, DEF +2	**Essence Stone** x3	N/A	Synthesize from Belladonna.
	Level 2	STR+ 197, DEF +3	**Essence Stone** x2	**Blue Feather** x2	
	Level 3	STR+ 205, DEF +4	**Essence Stone** x3	**Blue Feather** x4	
Arondight	Level 1	STR+ 213, DEF +5	**Essence Stone** x5	N/A	Synthesize from Gordes Fencer.
	Level 2	STR+ 222, DEF +5	**Essence Stone** x3	**Ancient Hide** x3	
	Level 3	STR+ 231, DEF +5	**Essence Stone** x5	**Ancient Hide** x6	
Mercurius Blade	Level 1	STR+ 252, DEF +5	**Dragon Crest Stone** x3	N/A	Synthesize from Arondight.
	Level 2	STR+ 261, DEF +5	**Dragon Crest Stone** x2	**Lunar Wing** x2	
	Level 3	STR+ 270, DEF +5	**Dragon Crest Stone** x3	**Lunar Wing** x4	

Sahad (Anchor)

Name		Stats	Material 1	Material 2	Location
Heavy Anchor	Level 1	STR +22, DEF -10	N/A	N/A	Default weapon.

	Level 2	STR +33, DEF -10	**Iron Ore** x2	**Light Bone** x3	
	Level 3	STR +44, DEF -10	**Iron Ore** x3	**Light Bone** x6	
Iron Knocker	Level 1	STR +55, DEF-10	**Iron Ore** x5	N/A	Synthesize from Heavy Anchor.
	Level 2	STR +67, DEF-9	**Iron Ore** x3	**Strong Shell** x2	
	Level 3	STR +75, DEF-9	**Iron Ore** x5	**Strong Shell** x4	
War Hammer	Level 1	STR +92, DEF-9	**Iron Ore** x7	N/A	Synthesize from Iron Knocker.
	Level 2	STR +101, DEF-8	**Iron Ore** x4	**Sturdy Bone** x3	
	Level 3	STR +114, DEF-8	**Iron Ore** x7	**Sturdy Bone** x6	
Axle Breaker	Level 1	STR +142, DEF-8	N/A	N/A	After obtaining the Orichalcum in Chapter 3.
	Level 2	STR +151, DEF-8	**Tectite Ore** x2	**Accursed Shell** x2	
	Level 3	STR +160, DEF-7	**Tectite Ore** x3	**Accursed Shell** x4	
Gratton Tail	Level 1	STR +174, DEF-7	**Tectite Ore** x5	N/A	Synthesize from Axle Breaker.
	Level 2	STR +183, DEF-6	**Tectite Ore** x3	**Beast Bone** x3	
	Level 3	STR +193, DEF-6	**Tectite Ore** x5	**Beast Bone** x6	

Gigantex	Level 1	STR +213, DEF-6	**Essence Stone** x3	N/A	Synthesize from Gratton Tail.
	Level 2	STR +223, DEF-6	**Essence Stone** x2	**Diamond Shell** x3	
	Level 3	STR +233, DEF-5	**Essence Stone** x3	**Diamond Shel** x4	
Glamdring	Level 1	STR +243, DEF-5	**Essence Stone** x5	N/A	Synthesize from Gigantex.
	Level 2	STR +253, DEF-5	**Essence Stone** x3	**Ancient Bone** x3	
	Level 3	STR +263, DEF-4	**Essence Stone** x5	**Ancient Bone** x6	
Leviathan Ax	Level 1	STR +288, DEF-3	**Dragon Crest Stone** x3	N/A	Synthesize from Glamdring.
	Level 2	STR +299, DEF-2	**Dragon Crest Stone** x2	**Starry Shell** x2	
	Level 3	STR +310	**Dragon Crest Stone** x3	**Starry Shell** x4	

Hummel (Rifle)

Name		Stats	Material 1	Material 2	Location
Blade Rifle	Level 1	STR +68, DEF-5	N/A	N/A	Default weapon.
	Level 2	STR +76, DEF-5	**Iron Ore** x3	**Remex** x2	
	Level 3	STR +84, DEF-5	**Iron Ore** x5	**Remex** x4	
Beast Sniper	Level 1	STR +92, DEF-4	**Iron Ore** x7	N/A	Synthesize from Blade Rifle.

	Level 2	STR +101, DEF-4	**Iron Ore** x4	**Thick Hide** x3	
	Level 3	STR +113, DEF-4	**Iron Ore** x7	**Thick Hide** x6	
Grim Reaper	Level 3	STR +157, DEF-3	N/A	N/A	Default weapon on Chapter 4.
Fury Python	Level 1	STR +169, DEF-2	**Tectite Ore** x5	N/A	Synthesize from Grim Reaper.
	Level 2	STR +178, DEF-2	**Tectite Ore** x3	**Beast Hide** x3	
	Level 3	STR +186, DEF-2	**Tectite Ore** x5	**Beast Hide** x6	
Dark Rhetoric	Level 1	STR +204, DEF-1	**Essence Stone** x3	N/A	Synthesize from Fury Python.
	Level 2	STR +213, DEF-1	**Essence Stone** x2	**Blue Feather** x2	
	Level 3	STR +222, DEF-1	**Essence Stone** x3	**Blue Feather** x4	
Apocalypse	Level 1	STR +231, DEF-1	**Essence Stone** x5	N/A	Synthesize from Dark Rhetoric
	Level 2	STR +240, DEF-1	**Essence Stone** x3	**Ancient Hide** x3	
	Level 3	STR +249, DEF-1	**Essence Stone** x5	**Ancient Hide** x6	
Saintly Force	Level 1	STR +272	**Dragon Crest Stone** x3	N/A	Synthesize from Apocalypse
	Level 2	STR +281	**Dragon Crest Stone** x2	**Lunar Wing** x2	

	Level 3	STR +290	**Dragon Crest Stone** x3	**Lunar Wing** x4	

Ricotta (Club)

Name		Stats	Material 1	Material 2	Location
Coconut Maces	Level 1	STR +98	N/A	N/A	Default weapon.
	Level 2	STR +104	**Iron Ore** x4	**Sturdy Bone** x3	
	Level 3	STR +110	**Iron Ore** x7	**Sturdy Bone** x6	
Silver Wolf Clubs	Level 1	STR +128	N/A	N/A	After obtaining the Orichalcum in Chapter 3.
	Level 2	STR +136	**Tectite Ore** x2	**Strong Shell** x2	
	Level 3	STR +144	**Tectite Ore** x3	**Strong Shell** x4	
Dyna Spikes	Level 1	STR +154	**Tectite Ore** x5	N/A	Synthesize from Silver Wolf Clubs.
	Level 2	STR +162	**Tectite Ore** x3	**Beast Bone** x3	
	Level 3	STR +170	**Tectite Ore** x5	**Beast Bone** x6	
Rakshasa Clubs	Level 1	STR +186	**Essence Stone** x3	N/A	Synthesize from Dyna Spikes.
	Level 2	STR +195	**Essence Stone** x2	**Diamond Shell** x2	
	Level 3	STR +203	**Essence Stone** x3	**Diamond Shell** x4	

Hecatoncheires	Level 1	STR +211	**Essence Stone** x5	N/A	Synthesize from Rakshasa Clubs.
	Level 2	STR +220	**Essence Stone** x3	**Ancient Bone** x3	
	Level 3	STR +228	**Essence Stone** x5	**Ancient Bone** x6	
Heaven's Thunder	Level 1	STR +249	**Dragon Crest Stone** x3	N/A	Synthesize from Hecatoncheires.
	Level 2	STR +258	**Dragon Crest Stone** x2	**Starry Shell** x2	
	Level 3	STR +266	**Dragon Crest Stone** x3	**Starry Shell** x4	

Dana (Crescent Blade)

Name		Stats	Material 1	Material 2	Location
Edelsphere	Level 1	STR +157	N/A	N/A	Default weapon.
	Level 2	STR +165	**Tectite Ore** x3	**Sparkling Mucus** x3	
	Level 3	STR +174	**Tectite Ore** x6	**Sparkling Mucus** x6	
Celestria	Level 1	STR +191	**Essence Stone** x3	N/A	Synthesize from Edelsphere
	Level 2	STR +200	**Essence Stone** x2	**Thunder Claw** x2	
	Level 3	STR +209	**Essence Stone** x3	**Thunder Claw** x4	

Caduceus	Level 1	STR +218	**Essence Stone** x5	N/A	Synthesize from Celestria
	Level 2	STR +227	**Essence Stone** x3	**Ancient Mucus** x3	
	Level 3	STR +236	**Essence Stone** x5	**Ancient Mucus** x6	
Corona Iliad	Level 1	STR +259, DEF +5	**Dragon Crest Stone** x3	N/A	Synthesize from Caduceus
	Level 2	STR +268, DEF +5	**Dragon Crest Stone** x2	**Sunlight Fang** x2	
	Level 3	STR +277, DEF +5	**Dragon Crest Stone** x3	**Sunlight Fang** x4	
Fairy Ring Celesdia		STR +281, DEF +10	N/A	N/A	**PS4 Only**. Rescued all fairies.

Armor List (Body)

Name	Stats
Leather Armor	DEF +20
Dark Jacket	DEF +52
Beastly Guard	DEF +112
Medium's Cloth	DEF +155
Nature's Vest	DEF +26/ HP +60, Evade +5% (Male Only)
Lively Tunic	DEF +22/ HP+100, Evade +5% (Female Only)
Pirate Coat	DEF +96/ HP +100, Evade +10% (Male Only)

Name	Stats
Oracle Robe	DEF +92/ HP +150, Evade +10% (Female Only)
Astral Garb	DEF +185/ HP +250, Evade +15% (Male Only)
Cosmic Dress	DEF +180/ HP +400, Evade +15% (Female Only)
Chain Mail	DEF +45
Riveted Leather	DEF +41/ STR +3
Ring Mail	DEF +78
Bone Breastplate	DEF +73/ STR +5
Black Iron Armor	DEF +102
Ruddy Breastplate	DEF +97/ STR +10
Lamellar Armor	DEF +148
Brigandine	DEF +142/ STR +13
Reflex	DEF +174
Bandit Guard	DEF +167/STR +16
Anointed Armor	DEF +196
Gladiator Armor	DEF +188/ STR +20
Dragon Armor	DEF +212
Dragon Breast	DEF +202/ STR +25
Shining Cronos	DEF +237 /HP +300, Crit +10% (Male Only)

Name	Stats
Lachesis Flare	DEF +227/ HP +350, Crit +10% (Female Only)

Leather Armor

Stats	DEF +20
Location	Treasure chest in **Waterdrop Cave**.
Synthesize Materials	N/A

Dark Jacket

Stats	DEF +52
Location	Hummel's Default Armor.
Synthesize Materials	N/A

Beastly Guard

Stats	DEF +112
Location	Ricotta's Default Armor.
Synthesize Materials	N/A

Medium's Cloth

Stats	DEF +155
Location	Dana's Default Armor.
Synthesize Materials	N/A

Nature's Vest

Stats	DEF +26/ HP +60, Evade +5% (Male Only)
Location	Tailoring (Chapter 2).

Synthesize Materials	**Soft Fiber** (2), **Flexible Branch** (4)

Lively Tunic

Stats	DEF +22/ HP+100, Evade +5% (Female Only)
Location	Tailoring (Chapter 2).
Synthesize Materials	**Soft Fiber** (2), **Small Leaf** (4)

Pirate Coat

Stats	DEF +96/ HP +100, Evade +10% (Male Only)
Location	Tailoring
Synthesize Materials	**Beast Hide** (2), Sturdy Wood (4)

Oracle Robe

Stats	DEF +92/ HP +150, Evade +10% (Female Only)
Location	Tailoring
Synthesize Materials	**Beast Hide** (2), **Beautiful Flower** (4)

Astral Garb

Stats	DEF +185/ HP +250, Evade +15% (Male Only)
Location	Tailoring
Synthesize Materials	**Hard Fiber** (2), **Ancient Wood** (2)

Cosmic Dress

Stats	DEF +180/ HP +400, Evade +15% (Female Only)
Location	Tailoring

Synthesize Materials	**Hard Fiber** (2), **Ancient Flower** (2)

Chain Mail

Stats	DEF +45
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	**Iron Ore** (2), **Strong Shell** (2)

Riveted Leather

Stats	DEF +41/ STR +3
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	**Sturdy Bone** (4), **Thick Hide** (4)

Ring Mail

Stats	DEF +78
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	**Iron Ore** (4), **Strong Shell** (4)

Bone Breastplate

Stats	DEF +73/ STR +5
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	**Sturdy Bone** (8), **Thick Hide** (8)

Black Iron Armor

Stats	DEF +102
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	**Iron Ore** (8), **Accursed Shell** (2)

Ruddy Breastplate

Stats	DEF +97/ STR +10
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	**Beast Bone** (2), **Beast Hide** (2)

Lamellar Armor

Stats	DEF +148
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	**Tectite Ore** (2), **Accursed Shell** (4)

Brigandine

Stats	DEF +142/ STR +13
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	**Beast Bone** (8), **Beast Hide** (8), Dragon Scale (1)

Reflex

Stats	DEF +174
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	**Tectite Ore** (4), **Diamond Shell** (2)

Bandit Guard

Stats	DEF +167/STR +16
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	**Ancient Bone** (2), **Ancient Hide** (2) Dragon Scale (2)

Anointed Armor

Stats	DEF +196
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	Energy Stone (4), **Diamond Shell** (4)

Gladiator Armor

Stats	DEF +188/ STR +20
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	**Ancient Bone** (8), **Ancient Hide** (8) Dragon Scale (4)

Dragon Armor

Stats	DEF +212
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	Energy Stone (4), **Starry Shell** (2) Dragon Scale (4)

Dragon Breast

Stats	DEF +202/ STR +25
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	**Underworld Bone** (4), **Underworld Hide** (2) Dragon Fang (1)

Shining Cronos

Stats	DEF +237 /HP +300, Crit +10% (Male Only)
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	**Pure Orichalcum** (1)

Lachesis Flare

Stats	DEF +227/ HP +350, Crit +10% (Female Only)
Location	Lambert Shop/Armor (Kathleen's Workshop)
Synthesize Materials	**Pure Orichalcum** (1)

Armor List (Arm)

Name	Stats
Leather Gloves	DEF +15 / HP +100
Soft Gloves	DEF+30 / HP +300
Needle Wristband	DEF +17, Add Poison
Prickly Band	DEF +33, Add Poison
Wood Shield	DEF +16
Iron Shield	DEF +25
Tectite Shield	DEF +40
Energy Shield	DEF +65
Stone Glove	DEF +13, Add Paralysis
Bolt Bracelet	DEF +28, Add Paralysis
Thunder Gauntlet	DEF +46, Add Paralysis
Gauntlet	DEF +16, Break Rate+
Heavy Gauntlet	DEF +32, Break Rate+

Name	Stats
Master Gauntlet	DEF +53, Break Rate+
Power Wrist	DEF +8/STR +10, Critical +5%
Warrior Wrist	DEF +22/STR +20, Critical +15%
Battle Armlet	DEF +39/STR +30, Critical +25%
Red Glove	DEF +11, Add Burn
Crimson Bracelet	DEF +27, Add Burn
Hellfire Gauntlet	DEF +46, Add Burn
Dark Glove	DEF +14, Add Darkness
Black Bracelet	DEF +29, Add Darkness
Abyssal Gauntlet	DEF +49, Add Darkness
Bandit Gloves	DEF +18, Obtained Items+
Bandit Bracelet	DEF +34, Obtained Items++
Bandit Gauntlets	DEF +54, Obtained Items+++
Blue Glove	DEF +10, Add Freeze
Blue Bracelet	DEF +24, Add Freeze
Blizzard Gauntlets	DEF +42, Add Freeze
Barbaric Bracelet	DEF +26, Add Random Effect
Chaos Hand	DEF +44, Add Random Effect

Name	Stats
Rush Bracelet	DEF +50/STR +75, Wearer becomes Blind.
Savage Wristband	DEF +75/STR +50/HP +300, Wearer becomes Poisoned.

Leather Gloves

Stats	DEF +15 / HP +100
Location	

Soft Glove

Stats	DEF +30 / HP +300
Location	

Needle Wristband

Stats	DEF +17, Add Poison
Location	Tailoring

Prickly Band

Stats	DEF +33, Add Poison
Location	Tailoring

Wood Shield

Stats	DEF +16
Location	

Iron Shield

Stats	DEF +25
Location	

Tectite Shield

Stats	DEF +40
Location	Treasure Chest in **East Coast Cave**.

Energy Shield

Stats	DEF +65
Location	Euron's Crafts. Suppression Reward.

Stone Glove

Stats	DEF +13, Add Paralysis
Location	Treasure Chest in **Roaring Seashore**.

Bolt Bracelet

Stats	DEF +28, Add Paralysis
Location	

Thunder Gauntlet

Stats	DEF +46, Add Paralysis
Location	Euron's Crafts.

Gauntlet

Stats	DEF +16, Break Rate+
Location	

Heavy Gauntlet

Stats	DEF +32, Break Rate+
Location	

Master Gauntlet

Stats	DEF +53, Break Rate+
Location	

Power Wrist

Stats	DEF +8/STR +10, Critical +5%
Location	

Warrior Wrist

Stats	DEF +22/STR +20, Critical +15%
Location	Treasure Chest in **Valley of Kings**.

Battle Armlet

Stats	DEF +39/STR +30, Critical +25%
Location	Euron's Crafts.

Red Glove

Stats	DEF +11, Add Burn
Location	

Crimson Bracelet

Stats	DEF +27, Add Burn
Location	

Hellfire Gauntlet

Stats	DEF +46, Add Burn
Location	Euron's Crafts.

Dark Glove

Stats	DEF +14, Add Darkness
Location	

Black Bracelet

Stats	DEF +29, Add Darkness
Location	Treasure Chest in **Titis Primeval Forest**.

Abyssal Gauntlet

Stats	DEF +49, Add Darkness
Location	

Bandit Gloves

Stats	DEF +18, Obtained Items+
Location	Treasure Chest in **Towering Coral Forest**.

Bandit Bracelet

Stats	DEF +34, Obtained Items++
Location	Completed "**Gather Supplies**" quest.

Bandit Gauntlets

Stats	DEF +54, Obtained Items+++
Location	Treasure Chest in **Pirate Ship Eleftheria**.

Blue Glove

Stats	DEF +10, Add Freeze
Location	Treasure Chest in **Great River Valley**.

Blue Bracelet

Stats	DEF +24, Add Freeze
Location	Treasure Chest in **White Sand Cape**.

Blizzard Gauntlets

Stats	DEF +42, Add Freeze
Location	Treasure Chest in **Path of the Frozon Era**.

Barbaric Bracelet

Stats	DEF +26, Add Random Effect
Location	Treasure Chest in **Baja Tower**.

Chaos Hand

Stats	DEF +44, Add Random Effect
Location	

Rush Bracelet

Stats	DEF +50/STR +75, Wearer becomes Blind.
Location	Euron's Crafts

Savage Wristband

Stats	DEF +75/STR +50/HP +300, Wearer becomes Poisoned.
Location	Obtained an S Rank on Interception 10.

Adventure Gear

Grip Gloves

Description	These gloves are old but their grip is still good.
Effect	Climb Ivy
Location	**Towering Coral Forest**

Glow Stone

Description	Emits light created by an insect trapped within.
Effect	Illuminate Surroundings
Location	**Eroded Valley**

Floating Shoes

Description	Shoes with floating rings attached. A pirate creation.
Effect	Walk on Swampy Water
Location	**Schlamm Jungle**

Archaeopteryx Wings

Description	An ancient bird's wings that lets one jump twice.
Effect	Double Jump
Location	**Baja Tower**

Hermit's Scale

Description	Grants one the power to make air underwater.
Effect	Breathe Underwater
Location	**Archeozoic Chasm**

Purifying Bell

Description	A noble tool that emits a cleansing spiritual tone.
Effect	Destroy Undead
Location	**Valley of Kings**

Gale Feather

Description	A seabird's feather that lets you run like the wind.
Effect	Dash Speed +, Tackle Foes
Location	Map Completion Reward

Windy Vestment

Description	A blessed outfit that calms the mind and soul.
Effect	Heal More HP by Standing Still
Location	**The Ruins of Eternia**

AresSeal

Description	A charm that awakens one's inner fighting spirit.
Effect	EXTRA Gauge Slowly Fills
Location	100% Map Completion Reward

Aeolus Urn

Description	Antique earthware that brings fortune to its wearer.
Effect	Attract Dropped Items
Location	Reward for feeding Mishy

Eagle Eye Orb

	Description	A mysterious orb most likely from the Eternia era.
	Effect	Increased Mapping Range
	Location	Reward for for discovering Location Points.

Accessory List

Name	Stats
Bone Necklace	HP +150
Bone Necklace II	HP +300
Bone Necklace III	HP +500
Bone Necklace IV	HP +800
Blade Ring	STR +10
Blade Ring II	STR +20
Blade Ring III	STR +30
Blade Ring IV	STR +40
Shield Earring	DEF +15
Shield Earring II	DEF +30
Shield Earring III	DEF +45
Shield Earring IV	DEF +60
Hope Stone	STR/DEF +20, HP +400

Name	Stats
Luminous Ring	STR/DEF +40, HP +100
Snake Amulet	Resist Poison
Snake Stone	Null Poison, STR/DEF +10
Lightning Amulet	Resist Paralysis
Lightning Stone	Null Paralysis, STR/DEF +10
Crow Amulet	Resist Darkness
Crow Stone	Null Darkness, STR/DEF +10
Fenrir Charm	Resist Freeze, STR/DEF +5
Fenrir Stone	Null Freeze, STR/DEF +15
Pyrios Charm	Resist Burn, STR/DEF +5
Pyrios Stone	Null Freeze, STR/DEF +15
Gambler Coin	Rare Item Drop+
Gray Pauldron	Resist Bleeding
Dragon Pauldron	Resist Bleeding, STR/DEF +10
Dragon Stone	Null Bleeding, STR/DEF +20
Warrior Seal	Skill EXP Gain +1
Warrior Seal II	Skill EXP Gain +2
Warrior Seal III	Skill EXP Gain +3

Name	Stats
Warrior Seal IV	Skill EXP Gain +4
Nature Talisman	Resist All, STR/DEF +10
Pearl Talisman	Fishing Skill +1
Placid Bead	Fishing Skill +2, STR +25
Red Cape	Damage + as HP decreases
Blood Moon Charm	Damage ++ as HP decreases
Blue Cape	SP Gain + as HP decreases
Blue Moon Charm	SP Gain ++ as HP decreases
Gold Cape	EXTRA Gain + as HP Decreases
Sun Tailsman	EXTRA Gain ++ as HP Decreases
Wanderer Cloak	Dependent on Distance Traveled (Max stats: +100 STR/DEF)
Hero Cloak	Dependent on Enemies Defeated (Max stats: +100 STR/DEF)
Prominent Cloak	Dependent on Reputation (Max stats: +125 STR/DEF)
Hunter Hat	Critical Rate +10%
Pirate Bandanna	Critical Rate +20%
Dancer Shawl	Evade Rate +10%
Juggler Scarf	Evade Rate +20%
Blood Fang	HP Absorb

Name	Stats
Crimson Fang	HP Absorb, STR +25
Devil Fang	HP Absorb ++, DEF -255
Athlete Belt	SP Gain when Attacked+
Sage Belt	SP Gain when Attacked++
Hero Belt	EXTRA Gain when Attacked+
Legend Belt	EXTRA Gain when Attacked++
Tiger Claw	Flash Guard Time x1.5
Eagle Fencer	Flash Move Time x2
Wings of Heavenly Light	Flash Move Time x2, Evade Rate +15%
Hawk Wing	EXTRA Gain + during Flash Move
Feather Boots	Evade Rate +5%, Move Speed +15%
Savage Mask	Skill Damage x2.5, SP Cost x2
Fighter Helmet	Skill Finish SP Regain, STR +45
Old Seal Ring	Critical Rate +30%, STR/DEF +30
Fairy Necklace	Full Recovery upon Death
Athlete Ring	2/3 SP Cost
Jewel Brooch	2/3 SP Cost, STR +25
Saint Ring	1/2 SP Cost

Name	Stats
Ocean Hogeki	1/2 SP Cost, STR +40
Earth Orb	Null All, STR/DEF +25
Sky Crown	1 HP Survival, Evade Rate +30%
Wheel of Eternity	Randomly increases Stun Duration
Crown of Creation	Damage x1.5 / Move Speed Decreased
Stone of Antiquity	STR/DEF +40, 2/3 SP Cost
Garment of Many Tongues	Flash Guard Heals HP
Slash Medal	Add Slash Attribute
Pierce Medal	Add Shoot Attribute
Strike Medal	Add Strike Attribute

Bone Necklace

	Description	Heightens one's survival instincts. HP +150.
	Effect	HP +150

Bone Necklace II

	Description	Heightens one's survival instincts. HP +300.
	Effect	HP +300

Bone Necklace III

	Description	Heightens one's survival instincts. HP +500.
	Effect	HP +500

Bone Necklace IV

	Description	Heightens one's survival instincts. HP +800.
	Effect	HP +800

Blade Ring

	Description	Awakens one's combative instincts. STR +10.
	Effect	STR +10

Blade Ring II

	Description	Awakens one's combative instincts. STR +20.
	Effect	STR +20

Blade Ring III

	Description	Awakens one's combative instincts. STR +30.
	Effect	STR +30

Blade Ring IV

	Description	Awakens one's combative instincts. STR +40.
	Effect	STR +40

Shield Earring

	Description	Protects whoever wears it. DEF +15.
	Effect	DEF +15

Shield Earring II

	Description	Protects whoever wears it. DEF +30.
	Effect	DEF +30

Shield Earring III

	Description	Protects whoever wears it. DEF +45.
	Effect	DEF +45

Shield Earring IV

	Description	Protects whoever wears it. DEF +60.
	Effect	DEF +60

Hope Stone

	Description	A charm filled with hope for tomorrow. It's overflowing with positive energy.
	Effect	STR/DEF +20, HP +400

Luminous Ring

	Description	A beautiful ring that emits bright light. Greatly boost stats.
	Effect	STR/DEF +40, HP +100

Snake Amulet

	Description	Slows the accumulation of Poison.
	Effect	Resist Poison

Snake Stone

	Description	Prevents Poison, STR and DEF +10.
	Effect	Null Poison, STR/DEF +10

Lightning Amulet

	Description	Slows the accumulation of Paralysis.
	Effect	Resist Paralysis

Lightning Stone

	Description	Prevents Paralysis, STR and DEF +10
	Effect	Null Paralysis, STR/DEF +10

Crow Amulet

	Description	Slows the accumulation of Darkness.
	Effect	Resist Darkness

Crow Stone

	Description	Prevents Darkness.
	Effect	Null Darkness, STR/DEF +10

Fenrir Charm

	Description	Slows the accumulation of Freeze.
	Effect	Resist Freeze, STR/DEF +5

Fenrir Stone

	Description	Prevents Freeze.
	Effect	Null Freeze, STR/DEF +15

Pyrios Charm

	Description	Slows the accumulation of Burn.
	Effect	Resist Burn, STR/DEF +5

Pyrios Stone

	Description	Prevents Burn.
	Effect	Null Freeze, STR/DEF +15

Gambler Coin

	Description	Bet on obtaining more rare item drops with this.
	Effect	Rare Item Drop+
	Location	Dina's Trading Post

Gray Pauldron

	Description	Slows the accumulation of Bleeding. Test it by fighting Ancient Species.
	Effect	Resist Bleeding

Dragon Pauldron

	Description	Slows the accumulation of Bleeding.
	Effect	Resist Bleeding, STR/DEF +10

Dragon Stone

	Description	Prevents Bleeding.
	Effect	Null Bleeding, STR/DEF +20

Warrior Seal

	Description	Increases Skill EXP Gain by 1.
	Effect	Skill EXP Gain +1

Warrior Seal II

	Description	Increases Skill EXP Gain by 2.
	Effect	Skill EXP Gain +2

Warrior Seal III

	Description	Increases Skill EXP Gain by 3.
	Effect	Skill EXP Gain +3

Warrior Seal IV

	Description	Increases Skill EXP Gain by 4.
	Effect	Skill EXP Gain +4

Nature Talisman

	Description	Slows the accumulation of all status effects.
	Effect	Resist All, STR/DEF +10

Pearl Talisman

	Description	A curved pearl talisman, starting at it is said to induce a sense of calm.
	Effect	Fishing Skill +1

Placid Bead

	Description	This talisman will purge all negativity from your heart, and make your spirit calm like still water..
	Effect	Fishing Skill +2, STR +25

Red Cape

	Description	Deals more damage at lower HP levels.
	Effect	Damage + as HP decreases

Blood Moon Charm

	Description	Deals even more damage at lower HP levels.
	Effect	Damage ++ as HP decreases

Blue Cape

	Description	Gain more SP at lower HP levels.
	Effect	SP Gain + as HP decreases

Blue Moon Charm

	Description	Gain even more SP at lower HP levels.
	Effect	SP Gain ++ as HP decreases

Gold Cape

	Description	Gain more EXTRA Gauge at lower HP levels.
	Effect	EXTRA Gain + as HP Decreases

Sun Tailsman

	Description	Gain even more EXTRA Gauge at lower HP levels.
	Effect	EXTRA Gain ++ as HP Decreases

Wanderer Cloak

	Description	Boost stats based on total distance traveled.
	Effect	Dependent on Distance Traveled (Max stats: +100 STR/DEF)

Hero Cloak

	Description	Boost stats based on number of enemies defeated.
	Effect	Dependent on Enemies Defeated (Max stats: +100 STR/DEF)

Prominent Cloak

	Description	A hero's cloak. Boost stats based on reputation.
	Effect	Dependent on Reputation (Max stats: +125 STR/DEF)

Hunter Hat

	Description	A beast hunter's hat. Critical rate +10%
	Effect	Critical Rate +10%

Pirate Bandanna

	Description	A seafaring staple. Critical rate +20%
	Effect	Critical Rate +20%

Dancer Shawl

	Description	An enchanting shawl. Evasion rate +10%
	Effect	Evade Rate +10%

Juggler Scarf

	Description	Cannot be grabbed very well. Evasion rate +20%
	Effect	Evade Rate +20%

Blood Fang

	Description	A vampire's tooth. HP recovers based on damage dealt.
	Effect	HP Absorb

Crimson Fang

	Description	A ruddy tooth. HP recovers based on damage dealt.
	Effect	HP Absorb, STR +25

Devil Fang

	Description	A devil's fang that absorbs life forces, in exchange, greatly lowers defense.
	Effect	HP Absorb ++, DEF -255

Athlete Belt

	Description	Skilled athlete's belt. Gain SP when attacked.
	Effect	SP Gain when Attacked+

Sage Belt

	Description	A wise sage's belt. Gain even more SP when attacked.
	Effect	SP Gain when Attacked++

Hero Belt

	Description	An almighty belt. EXTRA Gauge fills when attacked.
	Effect	EXTRA Gain when Attacked+

Legend Belt

	Description	Worn by a legend. EXTRA Gauge fills more when attacked.
	Effect	EXTRA Gain when Attacked++

Tiger Claw

	Description	Increases Flash Guard's effective time by 1.5.
	Effect	Flash Guard Time x1.5

Eagle Fencer

	Description	Increases Flash Guard's slow motion time by x2.
	Effect	Flash Move Time x2

Wings of Heavenly Light

	Description	Wings that fill you blazing speed, like a winged horse soaring through the sky.
	Effect	Flash Move Time x2, Evade Rate +15%

Hawk Wing

	Description	Gain more EXTRA Gauge during Flash Move.
	Effect	EXTRA Gain + during Flash Move

Feather Boots

	Description	A weightless shoe. Evasion and speed both increase.
	Effect	Evade Rate +5%, Move Speed +15%

Savage Mask

	Description	Doubles SP cost, but Skill damage increases 2.5x..
	Effect	Skill Damage x2.5, SP Cost x2
	Location	Dina's Trading Post

Fighter Helmet

	Description	Recover a Skill's SP cost if it defeats an enemy.
	Effect	Skill Finish SP Regain, STR +45
	Location	Dina's Trading Post

Old Seal Ring

	Description	A memento of Dana's Mother. Grants Essence to its wearer.
	Effect	Critical Rate +30%, STR/DEF +30

Fairy Necklace

	Description	Upon party death, all allies fully recover one-time only.
	Effect	Full Recovery upon Death

Athlete Ring

	Description	Skilled athlete's ring. Reduces SP cost to 2/3.
	Effect	2/3 SP Cost

Jewel Brooch

	Description	Griselda's brooch. Reduces SP to 2/3.
	Effect	2/3 SP Cost, STR +25

Saint Ring

	Description	Instills righteousness. Reduces SP cost to 1/2
	Effect	1/2 SP Cost

Ocean Hogeki

	Description	Blessed by the Ocean God. Reduces SP cost to 1/2.
	Effect	1/2 SP Cost, STR +40

Earth Orb

	Description	Blessed by the Earth God. Prevents all status effects.
	Effect	Null All, STR/DEF +25

Sky Crown

	Description	Blessed by the Sun God. Survive death with 1 HP one-time only.
	Effect	Second Wind, Evade Rate +30%

Wheel of Eternity

	Description	An ancient ring of indeterminate origin. It seems to possess a mysterious power.
	Effect	Randomly increases Stun Duration

Crown of Creation

Description	A jeweled crown adorned with Saurian imagery. Though ancient, its Essence is no less powerful.
Effect	Damage x1.5 / Move Speed Decreased

Stone of Antiquity

Description	An old necklace with an Essence crystal set in it. The crystal does not appear to be strictly ornamental.
Effect	STR/DEF +40, 2/3 SP Cost

Garment of Many Tongues

Description	A white robe similar to those worn during temple festivals. Each thread is imbued with Essence.
Effect	Flash Guard Heals HP

Slash Medal

Description	A medal containing knowledge of slashing. Adds Slash attribute to all attacks.
Effect	Add Slash Attribute

Pierce Medal

Description	A medal containing knowledge of shooting. Adds Pierce attribute to all attacks.
Effect	Add Shoot Attribute

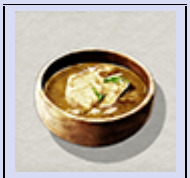
Strike Medal

Description	A medal containing knowledge of striking. Adds Strike attribute to all attacks.
Effect	Add Strike Attribute

Recipe List

Fish Soup	**Mushroom Omelet**	**Meat Ratatouille**	**Colorful Meuniere**	**Seafood Quiche**	**Rolled Cabbage**
Wrapped Mushroom	**Fried Fish**	**Pirate's Dish**	**Luxury Colesaw**	**Sincere Bolognese**	**King Pumpkin Pie**

Fish Soup



Ingredients	Rock Salt, White Meat
Effect	Heal 400 HP, Break Rate + (Time 3/5 bars)
Description	Soup with the concentrated flavor of the sea.
Location	Story event in Chapter 2. (Unmissable)

Mushroom Omelet

Ingredients	Pheasant Egg, White Mushroom, Mual Clam
Effect	Heal 350 HP, Preserve Status + (Time 3/5 bars)
Description	A gooey omelet made with a ton of mushrooms.
Location	Treasure chest in **Towering Coral Forest.**

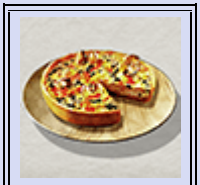
Meat Ratatouille

Ingredients	Honey, Red Meat, Eggplant
Effect	Heal 600 HP, Auto-heal SP + (Time 2/5 bars)
Description	The chunks of meat and veggies makes it satisfying.
Location	Randomly found in the Castaway Village driftage

Colorful Meuniere

Ingredients	Seiren Wheat, White Mushroom, White Meat, Paprika
Effect	Heal 300 HP, STR/DEF + (Time 3/5 bars)
Description	Elegant and tasty meuniere with colorful paprika.
Location	Treasure Chest in **Schlamm Jungle** (Requires **Insect Repellent**)

Seafood Quiche



Ingredients	Seiren Wheat, Pheasant Egg, Mual Clam, White Meat
Effect	Heal 500 HP, Gained EXP + (Time 2/5 bars)
Description	Has a crispy crust and is topped with fresh seafood.
Location	

Rolled Cabbage

Ingredients	Rock Salt, Honey, Red Meat, Cabbage
Effect	Heal 700 HP, Auto-heal HP + (Time 1/5 bars)
Description	Ground meat wrapped in cabbage. Very rustic.
Location	

Wrapped Mushroom

Ingredients	Rock Salt, White Mushroom (2), Primitive Meat, Shiny Corn
Effect	Heal 2000 HP, Break Rate ++ (Time 5/5 bars)
Description	A big mushroom wrapped in meat and baked with corn.

	Location	

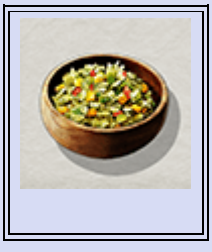
Fried Fish

	Ingredients	Seiren Wheat, Pheasant Egg, White Meat (2), Queen Tomato
	Effect	Heal 1800 HP, Preserve Status ++ (Time 4/5 bars)
	Description	Crispy batter and hot white fish meat. Harmonious.
	Location	Treasure Chest in **Stone Pillar Wind Cave**.

Pirate's Dish

	Ingredients	Mual Clam, Red Meat, Primitive Meat (2), King Pumpkin
	Effect	Heal 1500 HP, Gained EXP ++ (Time 5/5 bars)
	Description	A certain pirate's favorite meal spread.
	Location	Treasure Chest in **Pirate Ship Eleftheria**.

Luxury Colesaw

	**Ingredients**	Rock Salt, Honey, Cabbage (2), Shiny Corn (2)
	Effect	Heal 2100 HP, STR/DEF ++ (Time 2/5 bars)
	Description	A nutritious salad that uses a lot of corn.
	Location	Treasure Chest in **Underground Water Vein**.

Sincere Bolognese

Ingredients	Seiren Wheat, Primitive Meat, Eggplant (2), Queen Tomato (2)
Effect	Heal 2200 HP, Auto-heal SP ++ (Time 4/5 bars)
Description	The meaty sauce used with it warms the heart.
Location	Gift from **Sister Nia** after defeating Okeanos.

King Pumpkin Pie

Ingredients	Honey, Seiren Wheat, Paprika (2), King Pumpkin (2)
Effect	Heal 2500 HP, Auto-heal HP ++ (Time 4/5 bars)
Description	Makes the ingredient shine. King of pies.
Location	

Enemy List

Nameless Coast (Monsters)

Worgle

Base Level	3	HP	27	Strength	29
Base EXP	6	Weakness	None	Defense	27

Dropped Items: Light Bone, Thin Hide, Soft Fiber

Raemitt

Base Level	2	HP	23	Strength	22
Base EXP	2	Weakness	None	Defense	3

Dropped Items: Thin Hide, Light Bone, Cruberry

Molvie

Base Level	3	HP	30	Strength	36
Base EXP	4	Weakness	None	Defense	4

Dropped Items: Light Bone, Strange Mass, Red Meat

Maltu

Base Level	5	HP	32	Strength	43
Base EXP	32	Weakness	Slash	Defense	32

Dropped Items: Murky Mucus, Strange Mass, Mual Clam

Ripseus

Base Level	5	HP	69	Strength	51
Base EXP	21	Weakness	Strike	Defense	208

Dropped Items: Light Bone, Murky Mucus, Rock Salt

Veustera

Base Level	6	HP	272	Strength	86
Base EXP	185	Weakness	None	Defense	54

Dropped Items: Light Bone, Sterile Mucus, Soft Fiber, White Meat

Wollof

Base Level	6	HP	95	Strength	97
Base EXP	13	Weakness	None	Defense	0

Dropped Items: Thin Hide, Sturdy Bone, Soft Fiber

Lanonen

Base Level	6	HP	112	Strength	86
Base EXP	18	Weakness	Slash	Defense	57

Dropped Items: Small Leaf, Sterile Mucus, Cabbage

Waterdrop Cave (Monsters)

Buar

Base Level	3	HP	35	Strength	30
Base EXP	14	Weakness	Pierce	Defense	14

Dropped Items: Thin Hide, Light Bone, Thick Hide

Anapushi

Base Level	3	HP	41	Strength	28
Base EXP	13	Weakness	Slash	Defense	4

Dropped Items: Murky Mucus, Strange Mass, Sterile Mucus

White Sand Cape (Monsters)

Seapus

Base Level	6	HP	86	Strength	59
Base EXP	5	Weakness	Slash	Defense	26

Dropped Items: Light Bone, Sterile Mucus, Rock Salt

Organean

Base Level	7	HP	115	Strength	78
Base EXP	10	Weakness	Strike	Defense	51

Dropped Items: Light Bone, Sturdy Bone, White Meat

Sabrodo

Base Level	7	HP	1320	Strength	136
Base EXP	142	Weakness	None	Defense	37

Dropped Items: Thin Hide, Thick Hide, Beast Claw, Red Meat

Towering Coral Forest (Monsters)

Repleon

Base Level	10	HP	86	Strength	81
Base EXP	33	Weakness	None	Defense	11

Dropped Items: Light Bone, Thick Hide, Seiren Wheat

Larfo

Base Level	10	HP	116	Strength	85
Base EXP	37	Weakness	None	Defense	0

Dropped Items: Flexible Branch, Sturdy Lumber, Digitalis Leaf

Targanean

Base Level	11	HP	144	Strength	104
Base EXP	50	Weakness	Strike	Defense	194

Dropped Items: Light Bone, Sturdy Bone, White Meat

Pinha

Base Level	12	HP	122	Strength	104
Base EXP	69	Weakness	Slash	Defense	71

Dropped Items: Thin Hide, Sterile Mucus, Mual Clam

Gwaranga

Base Level	13	HP	2640	Strength	140
Base EXP	1040	Weakness	Strike	Defense	110

Dropped Items: Sturdy Bone, Strong Shell, Gwaranga Pincer, White Meat

Roaring Seashore (Monsters)

Lugaes

Base Level	12	HP	149	Strength	143
Base EXP	14	Weakness	Pierce	Defense	104

Dropped Items: Thin Hide, Thick Hide, Remex

Pewd

Base Level	22	HP	393	Strength	156
Base EXP	37	Weakness	Slash	Defense	150

Dropped Items: Small Leaf, Beautiful Flower, Eggplant

Grimodo

Base Level	23	HP	333	Strength	179
Base EXP	45	Weakness	None	Defense	173

Dropped Items: Thin Hide, Thick Hide, Pheasant Egg

Great River Valley (Monsters)

Doona

Base Level	15	HP	304	Strength	139
Base EXP	25	Weakness	None	Defense	76

Dropped Items: Thin Hide, Sturdy Bone, Cruberry

Splart

Base Level	15	HP	172	Strength	111
Base EXP	29	Weakness	Pierce	Defense	149

Dropped Items: Thin Hide, Sterile Mucus, Remex

Rikad

Base Level	16	HP	270	Strength	130
Base EXP	34	Weakness	Strike	Defense	324

Dropped Items: Light Bone, Sturdy Bone, Strong Shell

Sandil

Base Level	17	HP	239	Strength	169
Base EXP	43	Weakness	Slash	Defense	136

Dropped Items: Thin Hide, Sterile Mucus, Rock Salt

Illmodo

Base Level	17	HP	239	Strength	141
Base EXP	43	Weakness	None	Defense	131

Dropped Items: Light Bone, Thick Hide, Pheasant Egg

Spoun

Base Level	18	HP	7080	Strength	313
Base EXP	497	Weakness	None	Defense	148

Dropped Items: Sturdy Lumber, Beautiful Flower, Digitalis Leaf, Sweet Pepper

Waterfall Grotto (Monsters)

Cramatange

Base Level	24	HP	348	Strength	200
Base EXP	34	Weakness	None	Defense	199

Dropped Items: Thin Hide, Lateka Resin, White Mushroom

Ercaota

Base Level	24	HP	521	Strength	204
Base EXP	37	Weakness	Slash	Defense	187

Dropped Items: Murky Mucus, Thick Hide, Sterile Mucus

Beast Hills (Monsters)

Werecus

Base Level	17	HP	279	Strength	143
Base EXP	36	Weakness	None	Defense	96

Dropped Items: Light Bone, Thick Hide, Beast Claw

Buldesbeet

Base Level	18	HP	1990	Strength	170
Base EXP	182	Weakness	None	Defense	136

Dropped Items: Thick Hide, Soft Fiber, Sword Tip Fang, Red Meat

Eroded Valley (Monsters)

Staeda

Base Level	19	HP	254	Strength	162
Base EXP	196	Weakness	None	Defense	199

Dropped Items: Light Bone, Strange Mass, Sterile Mucus

Zupig

Base Level	20	HP	284	Strength	176
Base EXP	198	Weakness	Pierce	Defense	98

Dropped Items: Thin Hide, Thick Hide, Remex

Angveetle

Base Level	21	HP	300	Strength	169
Base EXP	426	Weakness	Pierce	Defense	221

Dropped Items: Thin Hide, Sturdy Bone, Honey

Tyrondor

Base Level	22	HP	1360	Strength	226
Base EXP	2001	Weakness	Pierce	Defense	174

Dropped Items: Thick Hide, Remex, Razor Feather, Pheasant Egg

Bullfrodon

Base Level	35	HP	9740	Strength	412
Base EXP	2051	Weakness	None	Defense	374

Dropped Items: Sterile Mucus, Stalactite, Bullfrodon Mucus, White Meat

Weathervane Hills (Monsters)

Morobadessa

Base Level	23	HP	337	Strength	193
Base EXP	25	Weakness	None	Defense	183

Dropped Items: Strange Mass, Thick Hide, Sturdy Bone

Popatobeet

Base Level	24	HP	2030	Strength	358
Base EXP	91	Weakness	None	Defense	244

Dropped Items: Thick Hide, Soft Fiber, Sword Tip Fang, Red Meat

Headwater Falls (Monsters)

Gyashark

Base Level	25	HP	429	Strength	314
Base EXP	41	Weakness	None	Defense	187

Dropped Items: Murky Mucus, Thick Hide, Stalactite

Character Skills

Adol Christin

Icon	Skill Name	Level	Power	Hits	Impact	Stun	Break	Acquire
	Sonic Slide	1	1.8	3	C+	C+	C	Level 2
		2	1.89	3	C+	C+	C	215 EXP
		3	1.98	3	C+	C+	C	670 EXP
	Aerial Spin	1	2.75	5	B	B	C+	Level 5
		2	2.8875	5	B	B	C+	160 EXP
		3	3.025	5	B	B	C+	500 EXP
	Rising Slash	1	1.6	1	C+	C+	C+	Level 9
		2	1.68	1	C+	C+	C+	215 EXP
		3	1.74	1	C+	C+	C+	670 EXP
	Arc Shot	1	0.2+1.4 (Wave)	2	C	C	D	Level 17
		2	0.21+1.47 (Wave)	2	C	C	D	215 EXP
		3	0.22+1.54 (Wave)	2	C	C	D	670 EXP
	Force Edge	1	3	1	B	B++	B	Level 24

		2	3.15	1	B	B++	B	160 EXP
		3	3.3	1	B	B++	B	500 EXP
	Tornado Sword	1	2.75	8	B	B	C	Manual
		2	2.8875	8	B	B	C	160 EXP
		3	3.025	8	B	B	C	500 EXP
	Manual Location	Treasure Chest in **Towering Coral Forest**						
	Blade Rush	1	6	3	A+	A	B++	Level 29
		2	6.3	3	A+	A	B++	120 EXP
		3	6.6	3	A+	A	B++	300 EXP
	Sword Impact	1	1.5	1	C	B+	D	Level 35
		2	1.575	1	C	B+	D	215 EXP
		3	1.65	1	C	B+	D	670 EXP
	Aura Blade	1	3.2	1	B+	A+	A	Level 43
		2	3.36	1	B+	A+	A	160 EXP

		3	3.52	1	B+	A+	A	500 EXP
	Brave Charge	1	6.75	1	A+	A+	A++	Master Kong
		2	7.0875	1	A+	A+	A++	120 EXP
		3	7.425	1	A+	A+	A++	300 EXP
	Sky Drive	1	2.25	Varies	B+	B++	C++	Level 60
		2	2.2625	Varies	B+	B++	C++	160 EXP
		3	2.275	Varies	B+	B++	C++	500 EXP

Extra Skill	Excel-Calibur	**Hits**	12	**Power**	20

Laxia Von Roswell

Icon	Skill Name	Level	Power	Hits	Impact	Stun	Break	Acquire
	Dagger Fling	1	2.25	3	C++	C+	C+	Default
		2	2.3625	3	C++	C+	C+	215 EXP
		3	2.475	3	C++	C+	C+	670 EXP
	Blitz Charge	1	3	1	B	B	C++	Level 6
		2	3.15	1	B	B	C++	160 EXP
		3	3.3	1	B	B	C++	500 EXP

	Needle Break	1	1.5	1	C	B++	SS	Level 11
		2	1.575	1	C	B++	SS	215 EXP
		3	1.65	1	C	B++	SS	670 EXP
	Eagle Lancer	1	2.55	1	B	B	C+	Level 15
		2	2.6775	1	B	B	C+	160 EXP
		3	2.805	1	B	B	C+	500 EXP
	Sylphid's Kiss	1	2.5	3	B+	C+	C++	Manual
		2	2.625	3	B+	C+	C++	160 EXP
		3	2.75	3	B+	C+	C++	500 EXP
	Manual Location	Treasure Chest in **Schlamm Jungle**						
	Lethal Raid	1	7	2	A+	B++	A++	Level 31
		2	7	2	A+	B++	A++	120 EXP
		3	7	2	A+	B++	A++	300 EXP
	Wake Up!	1	1.75	1	C+	C+	C	Level 37

		2	1.8375	1	C+	C+	C	215 EXP
		3	1.925	1	C+	C+	C	670 EXP
	Stun Thrust	1	2.75	1	B	A	B	Level 45
		2	2.8875	1	B	A	B	160 EXP
		3	3.025	1	B	A	B	500 EXP
	Piercing Tempest	1	5	10	A+	A+	S	Master Kong
		2	5.25	10	A+	A+	S	120 EXP
		3	5.5	10	A+	A+	S	300 EXP
	Rapid Thrust	1	1.5	3	C	C+	C++	Level 55
		2	1.575	3	C	C+	C++	215 EXP
		3	1.65	3	C	C+	C++	670 EXP
	Spark Chaser	1	3	1	B	B	C	Level 62
		2	3.15	1	B	B	C	160 EXP
		3	3.3	1	B	B	C	500 EXP

	Precious Impact	1	6	3	A	B++	B++	Level 67
		2	6.3	3	A	B++	B++	120 EXP
		3	6.6	3	A	B++	B++	300 EXP

Extra Skill	Noble Barrage	**Hits**	20	**Power**	20

Sahad Noutilus

Icon	Skill Name	Level	Power	Hits	Impact	Stun	Break	Acquire
	Vortex	1	3	5	B	B	B	Default
		2	3.15	5	B	B	B	215 EXP
		3	3.3	5	B	B	B	670 EXP
	High Wave	1	1.8	1	C+	C+	C	Default
		2	1.89	1	C+	C+	C	215 EXP
		3	1.98	1	C+	C+	C	670 EXP
	Grand Anchor	1	1	1	C	B+	C++	Level 10
		2	1.05	1	C	B+	C++	215 EXP
		3	1.1	1	C	B+	C++	670 EXP
	Great Ram	1	2.75	1	B	S	C+	Level 16

		2	2.8875	1	B	S	C+	160 EXP
		3	3.025	1	B	S	C+	500 EXP
	Magna Wave	1	6	1	A	A+	B++	Level 30
		2	6.3	1	A	A+	B++	120 EXP
		3	6.6	1	A	A+	B++	300 EXP
	Wild Appeal	1	0	0	-	-	-	Manual
		2	0	0	-	-	-	215 EXP
		3	0.05	0	-	-	-	670 EXP
		Draws the enemies' attention with a feral taunt.						
	Manual Location	Treasure Chest in **Eroded Valley**						
	Upper Break	1	3.1	3	B+	B++	C++	Level 38
		2	3.255	3	B+	B++	C++	160 EXP
		3	3.41	3	B+	B++	C++	500 EXP
	Gale Blow	1	2.5	1	B	C	C	Master Kong
		2	2.625	1	B	C	C	215 EXP

		3	2.75	1	B	C	C	670 EXP
	Seine Toss	1	2.25	1	C++	C+	D	Level 47
		2	2.3625	1	C++	C+	D	160 EXP
		3	2.805	1	C++	C+	D	500 EXP
	Raging Deluge	1	5.5	5	A+	C	C+	Level 57
		2	5.775	5	A+	C	C+	120 EXP
		3	7.15	5	A+	C	C+	300 EXP
	Power Strike	1	3.25	1	B+	A	A	Level 64
		2	3.4125	1	B+	A	A	160 EXP
		3	3.575	1	B+	A	A	500 EXP
	Spiral Anchor	1	6.5	2	A+	A	A	Level 69
		2	6.825	2	A+	A	A	120 EXP
		3	7.15	2	A+	A	A	300 EXP

Extra Skill	Celestial Crash	**Hits**	12	**Power**	20

Hummel Trabaldo

Icon	Skill Name	Level	Power	Hits	Impact	Stun	Break	Acquire
	Burst Shot	1	1.55	2	C+	C+	C	Default
		2	1.6275	2	C+	C+	C	215 EXP
		3	1.705	2	C+	C+	C	670 EXP
	Venomous Bullet	1	1.3	4	C	C	D	Default
		2	1.365	4	C	C	D	215 EXP
		3	1.43	4	C	C	D	670 EXP
	Guilty Raid	1	0.5+2.6	2	B+	B++	C++	Default
		2	0.525+2.73	2	B+	B++	C++	160 EXP
		3	0.55+2.86	2	B+	B++	C++	500 EXP
	Hasty Valor	1	5.75	8	A	B++	A+	Level 23
		2	5.985	8	A	B++	A+	120 EXP
		3	6.325	8	A	B++	A+	300 EXP
	Judgement	1	3.25	1	B+	B	A	Level 26
		2	3.4125	1	B+	B	A	160 EXP

		3	3.575	1	B+	B	A	500 EXP
	Somersault	1	1.6	1	C+	C+	D	Level 29
		2	1.68	1	C+	C+	D	215 EXP
		3	1.76	1	C+	C+	D	670 EXP
	Quaker	1	0.1+1.9	1	C++	C+	C+	Manual
		2	0.105+1.995	2	C++	C+	C+	215 EXP
		3	0.11+2.09	3	C++	C+	C+	670 EXP
	Manual Location	Treasure Chest in **Baja Tower**						
	Assault Rain	1	3	1	B	B	B	Master Kong
		2	3.15	1	B	B	B	160 EXP
		3	3.3	1	B	B	B	500 EXP
	Counter Trick	1	4.6	1	B++	A	A	Level 39
		2	4.83	1	B++	A	A	160 EXP
		3	5.06	1	B++	A	A	500 EXP
	Firecracker	1	0.25+6.25	1	A+	B+	C++	Level 50

		2	0.2625+6.5625	1	A+	B+	C++	120 EXP
		3	0.275+6.875	1	A+	B+	C++	300 EXP
	Triple Bomber	1	4	2	B++	A+	C+	Level 59
		2	4.2	2	B++	A+	C+	120 EXP
		3	4.4	2	B++	A+	C+	300 EXP
	Prominence Shot	1	6	5	A+	B+	C++	Level 66
		2	6.3	5	A+	B+	C++	120 EXP
		3	6.6	5	A+	B+	C++	300 EXP

Extra Skill	Calamity Burst	**Hits**	1	**Power**	20

Ricotta Beldine

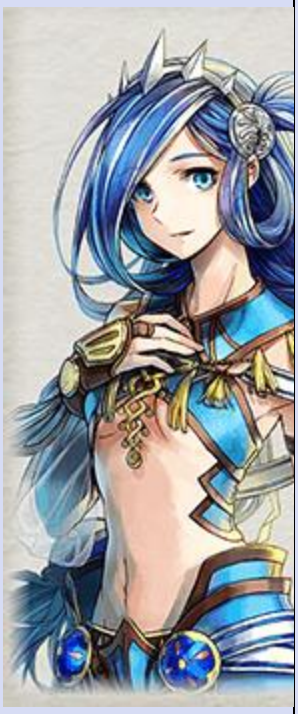
Icon	Skill Name	Level	Power	Hits	Impact	Stun	Break	Acquire
	Wild Spin	1	2.25	3	C	C+	C	Default
		2	2.3625	3	C	C+	C	215 EXP
		3	2.475	3	C	C+	C	670 EXP
	Handmade Trap	1	1.2	1	C	C	D	Default
		2	1.26	1	C	C	D	215 EXP
		3	1.32	1	C	C	D	670 EXP
	Green Whip	1	3.4	1	B+	B++	B++	Default
		2	3.57	1	B+	B++	B++	160 EXP
		3	3.74	1	B+	B++	B++	500 EXP
	Beast Attack	1	0.8+2.5	6	B++	B+	B	Default
		2	0.84+2.625	6	B++	B+	B	160 EXP
		3	0.88+2.75	6	B++	B+	B	500 EXP
	Triple Bang	1	5.5	3	A	A+	A	Level 32
		2	5.775	3	A	A+	A	120 EXP

		3	6.05	3	A	A+	A	300 EXP
	Spiral Drive	1	Drill = 0.2 +2.8	1+Drill	A+	A++	B++	Master Kong
		2	Drill = 0.21+2.94	1+Drill	A+	A++	B++	120 EXP
		3	Drill = 0.22+3.08	1+Drill	A+	A++	B++	300 EXP
	Flame Swing	1	3	3	B+	B	C++	Level 34
		2	3.15	3	B+	B	C++	160 EXP
		3	3.3	3	B+	B	C++	500 EXP
	Rumble Thorn	1	0.2+2.8	2	B+	B	C++	Manual
		2	0.21+2.94	2	B+	B	C++	160 EXP
		3	0.22+3.08	2	B+	B	C++	500 EXP
	Manual Location	Treasure Chest in **Archeozoic Chasm**						
	Bandit Tackle	1	1.25	1	C	C	D	Level 40
		2	1.3125	1	C	C	D	215 EXP
		3	1.375	1	C	C	D	670 EXP

	Screw Fang	1	1.65	2	C+	A++	A	Level 45
		2	1.7325	2	C+	A++	A	215 EXP
		3	1.815	2	C+	A++	A	670 EXP
	Mighty Orbit	1	4	10	B++	SS	S	Level 50
		2	4.2	10	B++	SS	S	160 EXP
		3	4.4	10	B++	SS	S	500 EXP
	Dino Throw	1	5.75	1	A	S	B+	Level 61
		2	6.0375	1	A	S	B+	120 EXP
		3	6.325	1	A	S	B+	300 EXP

Extra Skill	Wild Scramble	**Hits**	27	**Power**	20

Dana Icarusia



Icon	Skill Name	Level	Power	Hits	Impact	Stun	Break	Acquire
	Dragon Spirit	1	0	0	-	-	-	Default
		2	0	0	-	-	-	215 EXP
		3	0	0	-	-	-	670 EXP
		Slowly drains SP to unleash power hidden within.						
	Twin Edge	1	1.6	2	C+	C+	C+	Default
		2	1.68	2	C+	C+	C+	215 EXP
		3	1.76	2	C+	C+	C+	670 EXP
	Boomerang Edge	1	3	5	B	C+	A	Default
		2	3.15	5	B	C+	A	160 EXP
		3	3.3	5	B	C+	A	500 EXP
	Twin Moon Blade	1	3	2	B	B	B	Level 42
		2	3.15	2	B	B	B	160 EXP
		3	3.3	2	B	B	B	500 EXP
	Elemental Shot	1	1.45	1	C	C	D	Level 44

		2	1.5225	1	C	C	D	215 EXP
		3	1.595	1	C	C	D	670 EXP
	Earth Dragon	1	3.5	1	B+	B++	C++	Level 51
		2	3.675	1	B+	B++	C++	160 EXP
		3	3.85	1	B+	B++	C++	500 EXP
	Dragon Wave	1	2.5	1	B	A++	C	Master Kong
		2	2.625	1	B	A++	C	160 EXP
		3	2.75	1	B	A++	C	500 EXP
	Sonic Rise	1	0.8+1.3	2	C++	C+	C+	Level 54
		2	0.84+1.365	2	C++	C+	C+	215 EXP
		3	0.88+1.43	2	C++	C+	C+	670 EXP
	Spiel Round Dance	1	6	6	A++	A	A+	Level 59
		2	6.3	6	A++	A	A+	120 EXP
		3	6.6	6	A++	A	A+	300 EXP
	Ice Age	1	0.5+7	2	A++	C	C	Manual

		2	0.525+7.35	2	A++	C	C	120 EXP
		3	0.535+7.7	2	A++	C	C	300 EXP
	Manual Location	Treasure Chest in **Valley of Kings**						
	Mistral Edge	1	2.55	3	B	C	D	Level 63
		2	2.6775	3	B	C	D	160 EXP
		3	1.595	3	B	C	D	500 EXP
	Water Burst	1	6	5	A+	C+	C	Level 67
		2	6.3	5	A+	C+	C	120 EXP
		3	6.6	5	A+	C+	C	300 EXP

Extra Skill	Glacial Blade Dance	**Hits**	17	**Power**	20